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Beings
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Literature



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Barlowe's Guide to FANTASY

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WAYNE
DOUGLAS
BARLOWE

Bestselling Creator
of the Classic
*Barlowe's Guide to
Extraterrestrials*

With text by
Neil Duskis

GOONCE



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WAYNE DOUGLAS BARLOWE
**Barlowe's Guide to
FANTASY**

Here Be Monsters...

Until now, many of the greatest creatures and characters from fantasy and horror have been seen only in the minds of their creators—and their readers. At last these bizarre and beautiful beings have been brought magnificently to life by acclaimed artist Wayne Douglas Barlowe.

Here is the Unicorn you always dreamed of, still shimmering from the imagination of *The Last Unicorn* author Peter S. Beagle. Here in all its disgusting glory lurks H. P. Lovecraft's Cthulhu, along with Robert Jordan's Trolloc. Here you will meet Marion Zimmer Bradley's Morgaine from *The Mists of Avalon*, Conan-creator Robert E. Howard's Bran Mak Morn, Clive Barker's Cak-A-Cak, Drool Rockworm from Stephen R. Donaldson's *Chronicles of Thomas Covenant the Unbeliever*, and many more.

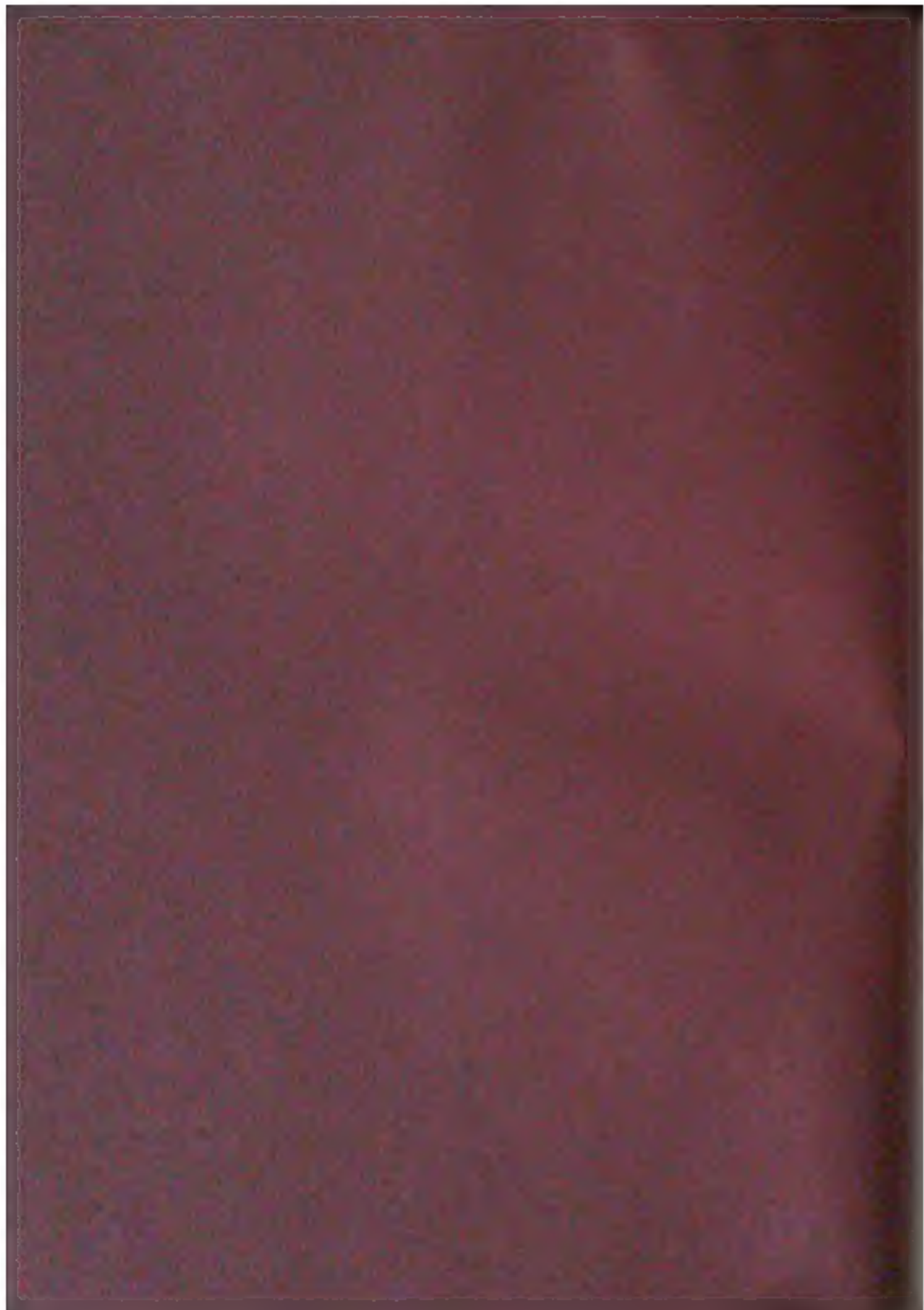
Fifty fantastic creatures and characters in all. Awesome, incredible, startling, disturbing—all rendered with perfect accuracy and exquisite detail.

The heroes, monsters, and bizarre creatures depicted in these full-color pages range from the mythical to the mysterious, from the hideous to the sublime, from the wonderful to the terrible. In his accompanying text, Barlowe presents the essential facts about each creature, whether it be language, weaponry, dietary customs, or favorite prey. In the manner of a true naturalist (he was apprenticed at New York's Museum of Natural History) he includes his sketches and preliminary drawings, as well as his notes and locomotion studies.

Continued on back flap

1196P





BARLOWE'S GUIDE TO
fantasy



BARLOWE'S GUIDE TO
fantasy

Wayne Douglas Barlowe

with text by Neil Duskis



HarperPrism

This book is for you, Hillary Cameron Barlowe—
nymph, elf, and princess all rolled into one.
Knowing you makes me believe its magic.
—Wayne Douglas Barlowe



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Finally, and as always, I want to thank my immediate family, Su, Dorothea, and Amy for their warmth, understanding and love.

— Wayne Douglas Barber

I would like to thank my wife Hutton, my brother Robert, mother-in-law Gregg and our mother and in-laws for their continuing love and support. A special thanks to Wayne Barber, artist, visionary, and friend.

— Ned Duska

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Foreword

[illegible]

FOR!WORD

And not a moment too soon. It was no mistake that Barlowe's first seemed determined to overshadow print, to prove that ours was a cinematic and not a literary genre that books were (at best) second string and? It was left to an artist in the field, one of the most literate and edu-

detail and solidity the form and substance they needed to keep from being blown away by the Big Wind from Hollywood.

Barlowe made SF real in a new way. All of us who live and breathe

amazed and sometimes appalled to find their bizarre creations—the Salamander, the Polaroid, the Garmoth—translated in a tangible and living image as Audubon's bird.

Barlowe's first "Guide" became one of the rare works in American literature to be nominated both for the Hugo and the American Book Award. Since that day, this most productive of artists has gone on to create more than 40 book and magazine covers, as well as paintings for Time, Life, and Newsweek. His most personal creations, both as a writer and an artist, came to the fore in his acclaimed book *Dragon: the masterpiece Expedition* in which he created with the exuberance of a naturalist an entire alien ecology.

But now the circle has gone full turn, and Barlowe is here with his second "Guide." What the first "Guide" did for SF, this one promises to do for SF's lovely and terrifying sister, Fantasy, providing delicious portrayals of the field's most awesome monsters and haunting creatures.

For the long-awaited delight, this unmitigated pleasure and this timely

Thanks,

John Silberstein

Introduction

The image is a very low-contrast scan of a document page. It appears to be a ledger or a form with multiple columns and rows. The text is extremely faint and illegible. There are some dark, irregular marks scattered across the page, which could be ink smudges or scanning artifacts. The overall layout suggests a structured table or form, but the specific content cannot be discerned.

INTRODUCTION

through the entirety of the literature. Early on, I decided to rule out mythological figures and all respect for religions, both living and dead. I consciously avoided any depictions of outerworld characters. Even with this omission, I felt that the historical boundaries of fantasy were somewhat greater than science fiction. The task of selection proved to be more of a challenge than its predecessor.

Once my tentative list had been approved of those characters that were to be included, the real work began. As with *Extraterrestrial*, I carefully analyzed the authors' work. Only after I felt that I had interpreted their meanings both literally and contextually did I feel that I could pick up my pen. On pure imagination, science fiction was on my own. For instance, in imagining a Teflon skin budge, I could submit to my own aesthetic. Historically framed characters, however, were another problem altogether. I was then confronted with a weighing in count of necessary historical reality by fantasy as . . . as . . .

Mark Morris's *It's a bit bigger to the tongue* that I have written for accuracy. If I have failed at any point the blame is mine, and mine alone.

An odd turning technique shift occurred almost from the outset when I worked on this *Guide to Fantasy*. Formerly, I worked in an opaque fashion with my articles, all of *Extraterrestrial* was considered in this way. When I commenced work on this book I suddenly felt a need to change the very way in which I wrote and in a result I began to work within a more traditional English science fiction style. This worked-up writer replaced opaque blocking in all forms. Somehow this seemed more appropriate to the subject. Unfortunately it did detract by rendering time I hope that this decision was correct and that the ideas and ambiguity that I strived for is ultimately rewarding.

From the beginning, I wanted *Herbert's Guide to Fantasy* to have a broader scope than its predecessor. Aliens in their science fiction incarnations are relatively new to literature. Fantastic beings are just the opposite; they have been with us since the beginning of recorded history. This fact inspired me to broaden the scope of this book. Thus, I believe has been achieved with the inclusion of not only an entire

among the great turn-of-the-century fantasists who so brilliantly influenced modern writers. Fantasy is not a phenomenon of the second half of our century. We are merely enjoying its richest period to date.

I hope you enjoy this guide to fantasy. It has taken me from one wonderful world to another. May it do the same for you.

BARLOWE'S GUIDE TO
fantasy

THE WORLD Millennia of wars in the future the planet has changed beyond recognition. Conditions and weather patterns have shifted, altering the face of the planet. Sixty-two centuries later Newsworld has returned to olden days, encounters their original functions.

Advanced technologies like star flight coexist with primitive technologies. Much of the known world is ruled by an all powerful and given the rule of Asahar.

HISTORY Many professions have mutated to fit air and space as seen where new members are appreciated during

of these periods of the Terminus, who can use chemicals to become interferences in the Asahar. Some are able by their inner mark and do it so they are universally feared as bringers of pain and suffering.

Severian, an old man found by the Terminians is on the verge of obtaining his journeyman mark when he is taken from the order for being a threat to a political prisoner. Experiencing Newsworld, Severian will take him through what turns out to be the heart of the Asahar.

During the course of his travels he acquires Terminus En, a finely crafted sword, and the Claw, a mechanical gear which may have the power to raise the dead. These objects will help Severian withstand countless encounters with human foes and strange beasts in the Asahar.

PHYSICAL CHARACTERISTICS

Humans brought to earth to interact with Asahars to repair a dying, toxic planet species. Hunting isolated areas they survive by growing on the ground. While information is their main weapon, they also rely on their reflexes and perception for some dangerous tasks, suggesting that they have been a cold people.

Terminus predators with a taste for human flesh. Although not apart their prey with sharp talons and enormous jaws. They are vicious creatures who can devour and digest a full grown man.

Asahar, most frightening creatures in the galaxy in absolute physical and unknown powers, the techniques of those they kill. This adds the fear factor to human. Humans speculate on thought patterns, making them very much dangerous.

Lateral view of Asahar showing hair pattern and internal structure.

ALZABO

SCHOLAR

The Student of the Letter
Clementine

SERIES

The Book of the New Year



THE WORLD

The world is a vast and varied place, with many different cultures and languages. It is a place of great beauty and wonder, and it is our duty to explore and understand it.

There are many different ways to explore the world, and each one has its own unique challenges and rewards. Whether you are a traveler, a student, or a researcher, there is always something new to learn about the world.

HISTORY

History is the study of the past, and it is a discipline that has been around for centuries. It is a way of understanding the world and the people who have lived in it.

There are many different ways to study history, and each one has its own unique challenges and rewards. Whether you are a student, a researcher, or a writer, there is always something new to learn about the past.

History is a discipline that is constantly evolving, and it is a field that is always full of new discoveries. It is a way of understanding the world and the people who have lived in it, and it is a discipline that is always full of new challenges and rewards.

PHYSICAL CHARACTERISTICS

Physical characteristics are the features of a person's body that are determined by genetics and environment. These characteristics can include height, weight, and skin color.

Physical characteristics are important because they can affect a person's health and well-being. For example, a person who is tall and thin may be more susceptible to certain types of cancer than a person who is short and stocky.

Physical characteristics are also important because they can affect a person's appearance. For example, a person who has a high nose bridge may be more attractive than a person who has a low nose bridge.

Physical characteristics are also important because they can affect a person's behavior. For example, a person who is tall and thin may be more likely to engage in risky behavior than a person who is short and stocky.

Physical characteristics are also important because they can affect a person's life expectancy. For example, a person who is tall and thin may have a longer life expectancy than a person who is short and stocky.



ANYANWU

SOURCE

1-1

SERIES



THE WORLD came into being before the English. It was a world of magic and mystery, where the boundaries between the living and the dead were blurred. The world was a place of wonder and awe, where the dead were not forgotten but remembered. The world was a place where the dead were not forgotten but remembered.

HISTORY came into being before the English. It was a world of magic and mystery, where the boundaries between the living and the dead were blurred. The world was a place of wonder and awe, where the dead were not forgotten but remembered. The world was a place where the dead were not forgotten but remembered.



Bat's wing

The world was a place of wonder and awe, where the dead were not forgotten but remembered. The world was a place where the dead were not forgotten but remembered.

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PHYSICAL CHARACTERISTICS

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BAITAL (VAMPIRE)

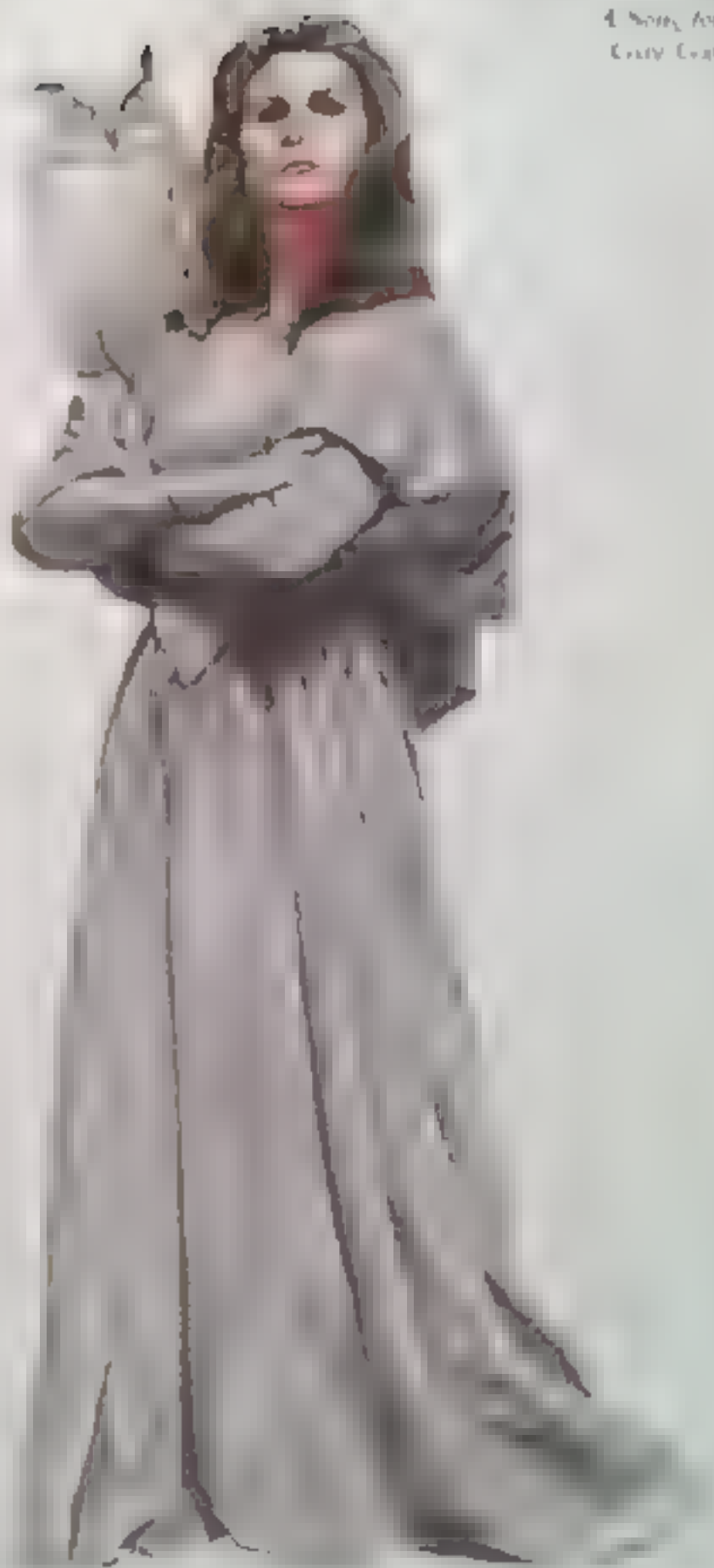
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BEATRITZ DE BARBENTAIN

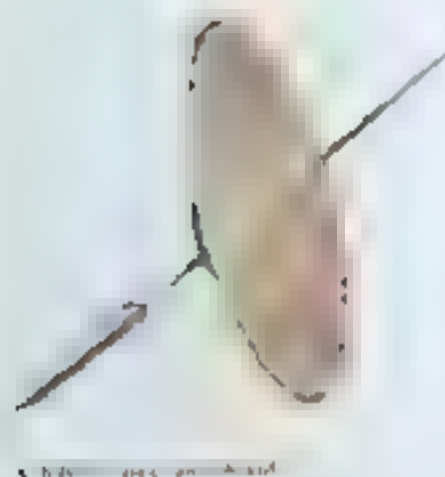
SOURCE

A Song for Adrienne
Early Gothic Revival



THE WOLFE

the struggle with King Arthur for control of the British Isles.



HISTORY Yearning for a weapon which will terrorize his Saxon foes, Arthur commands Merlin to summon a dragon. Unfortunately, capturing such a creature is no easy task. Certain items like the skull of a black-wormer, the deadly exact serpentine reptiles which inhabit the lakes of Ireland, are required.

Mac, a mercenary serving in the king's army, is sent into procuring the remains Merlin needs. During his travels in Ireland he encounters Velela, a mystical old woman who tries to seduce him. They become lovers, and she warns him

of a doom threatening all life on earth.

After several close calls, Mac locates the skull and returns to Britain with Velela. The mercenary delivers it to a delighted Merlin, who is eager to proceed with the quest at hand.

At Velela's urging, Mac and his Danish companion embark on a journey through hostile Saxon territory in search of the Spear and Shield of Aethel. These legendary artifacts, forged before the Trojan Wars, have the power to destroy the dragon.

Encountered by a band of Saxon warriors, Mac learns the Shield is hidden in a nearby cavern with the corpse of a chieftain named Biargram, his husband. But the information does him no good when he is betrayed with Biargram's unique glow.

PHYSICAL CHARACTERISTICS

Biargram's husband was unlucky enough to own the Spear and Shield of Aethel. For the warlock Ceadwalla coveted these magical weapons and was willing to kill to get them.

Ceadwalla intimidated Biargram into surrendering the Spear, then drew him in magical means when he refused to part with the Shield. But

corpse awaken to wreak havoc on the living.

Amused by some unknown force, Biargram perceives the nature and times of his death. Mac laid in his chieftain's fiery, husband's flesh has become such hard. His chilling facial expression reveals the hatred he bears to the living. Only the warning of the moon saves Mac from being torn apart by the bloodthirsty monster.

BIARGRAM IRONHAND

SCIENCE



THE WORLD When the Romans invaded Britain during the first century, they ventured northward into the dense forests and misty hills of what is now Scotland. It was in the depths of day-wild land that they encountered a new, dark people known as Picts.

Led by their warrior king, Bran Mak Morn, the Picts made the Romans pay in blood for every inch of ground they took.

With a determined battle cry, they stood firm this day.



© 1994 by the author

HISTORY An ancient people who could trace their roots back to the days before Atlantis sank, the Picts had lived upon wild lands by the dawn of the Roman Empire. Only the iron will of their king and the few weapons of iron edged retained by their tribal chieftains kept them from succumbing to conquest.

Unable to defeat the numerically superior Romans in pitched battle, Bran was often forced to use ancient magic against them. On one occasion, Mak Morn forged an unholy alliance with the Worms of the Earth, a humanoid race dwelling beneath the moors of the high moorlands, to win a crucial battle.

PHYSICAL CHARACTERISTICS

Outcast, Bran has the dark hair and skin characteristic of his people. Armed for battle in a warrior's mantle and light mail, he is armed with a sword and spear.

The silver jewel set in his iron crown was a gift from King Arthur.

represent the Picts' heroic glory. Bran was a great swordsman, whose actions were governed by a strict code of honor. A stern ruler, he was not without compassion and often spared those who fought valiantly against him.

Slak Morn dreamed of restoring his people's lost greatness, but was unable to do so. Shortly after his death, the Picts slipped into darkness and were absorbed by the Scots.

BRAN MAK MORN

SOURCE

Bran Mak Morn



THE WORLD

A

B



The Altar Book of Eubel

HISTORY In the not-so-distant past, Eubel's

C

D

E

F

G H I J K L M N O P Q R S T U V W X Y Z

PHYSICAL CHARACTERISTICS A silver-haired

in the prime of life. Camber,

and politician. Dressed up the robes of a

volume of Deryn's and a reading glass. Well-versed in magical skills include spells of disguise and the ability to use the ancient between distant points.

never hesitated to stand up for his beliefs.

with his. I think he found

CAMBER OF CULDI

SECRET

I **P P H**

SERIES



THE WORLD One late summer afternoon a long time ago, a young English girl named Alice was sitting by a riverbank. Bored, she watched the passage of a White Rabbit, who just happened to be carrying a pocket watch and wearing a waistcoat. Intrigued, Alice took off in pursuit and was long off on the adventure of a lifetime.



The Caterpillar's hand

HISTORY Alice followed the animal down a hole falling for what seemed like forever down a spiraling tunnel until, our heroine landed without a bump.

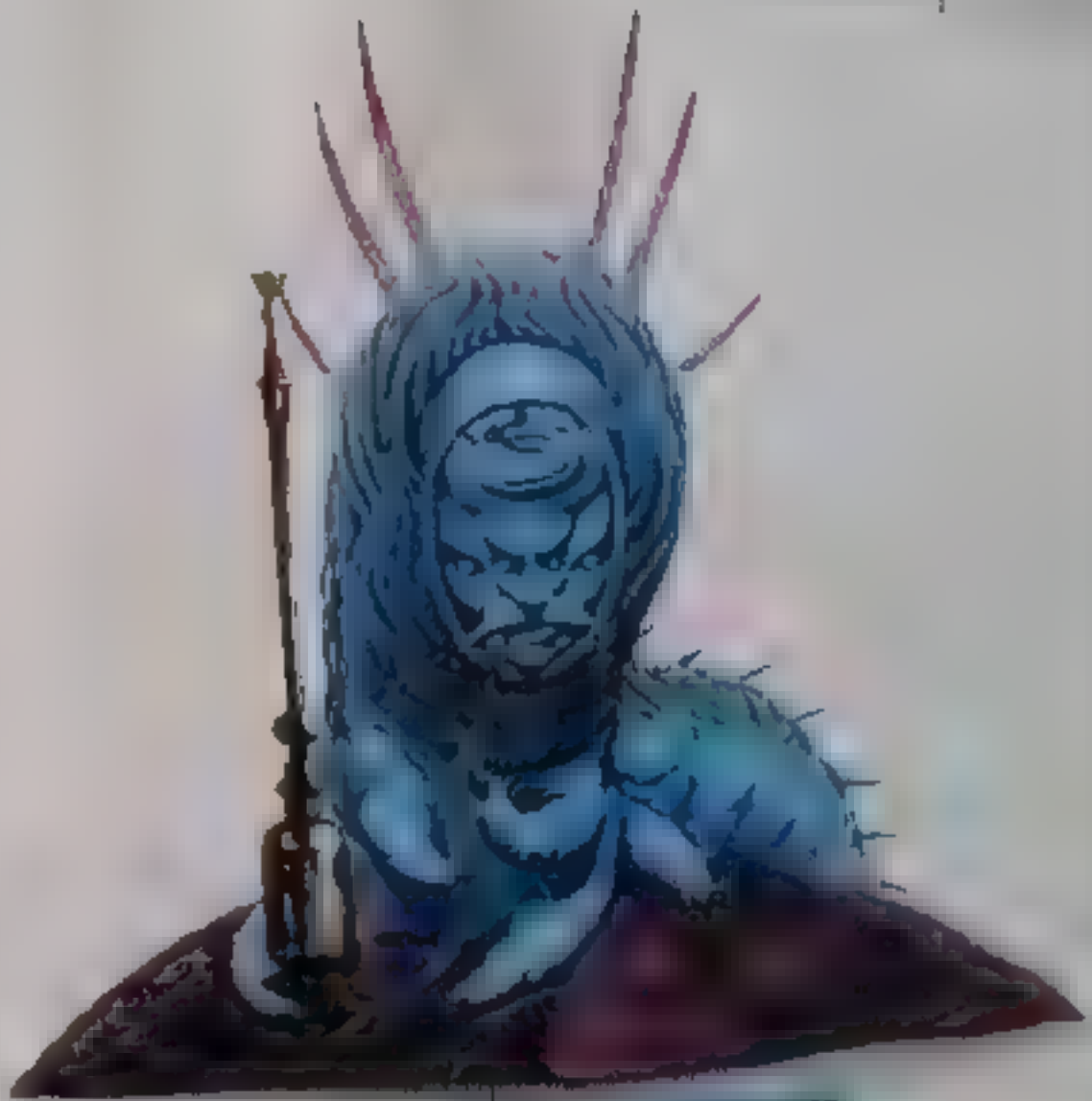
She found herself in a strange underground world. After experimenting with poisons that altered her size, Alice went exploring, and met many strange creatures, including a rather moody caterpillar. Of course being a clever, well-brought-up child, she managed to take everything in stride and come out all right in the end.

PHYSICAL CHARACTERISTICS Shortly after eating some mysterious cakes which reduce her to a mere three inches, Alice encounters a

odd, blue creature engages Alice in a philosophical discussion about the nature of identity, then informs her how to control her growth by eating pieces of it. Meanwhile he is perched on

CATERPILLAR

SOURCE



THE WORLD Since the dawn of time humanity has shared the planet with another species. Unusually known as fairies, their powers abilities that are beyond human understanding.

At the end of the 19th century, for reasons known only to them, a community of fairy folk left Ireland and re-created it outside New York. Establishing a unique relationship with the real world, Drinkwater finally they devised a grand design which will change the course of history.

HISTORY

rather odd father, he is a modern kind of somewhat outcast.

When Strinky's friend George Brown introduces him to Daisy Anne Drinkwater, his love at first sight.

After a whirlwind courtship and strange marriage ceremony, Strinky moves into the Drinkwater's. At a certain point, he is discovered he has entered a magical world, where his life and people turned into animals. What Strinky doesn't realize is that the fairy folk have plans for his family, plans that include substituting a changeling for his only daughter.

PHYSICAL CHARACTERISTICS The Changeling is an infant who is a very subtle, a baby for one of the Drinkwater children, but its own mother. Growing at an incredible pace, the Changeling rapidly develops into a seven-year-old, who beyond 10 years and hence toward



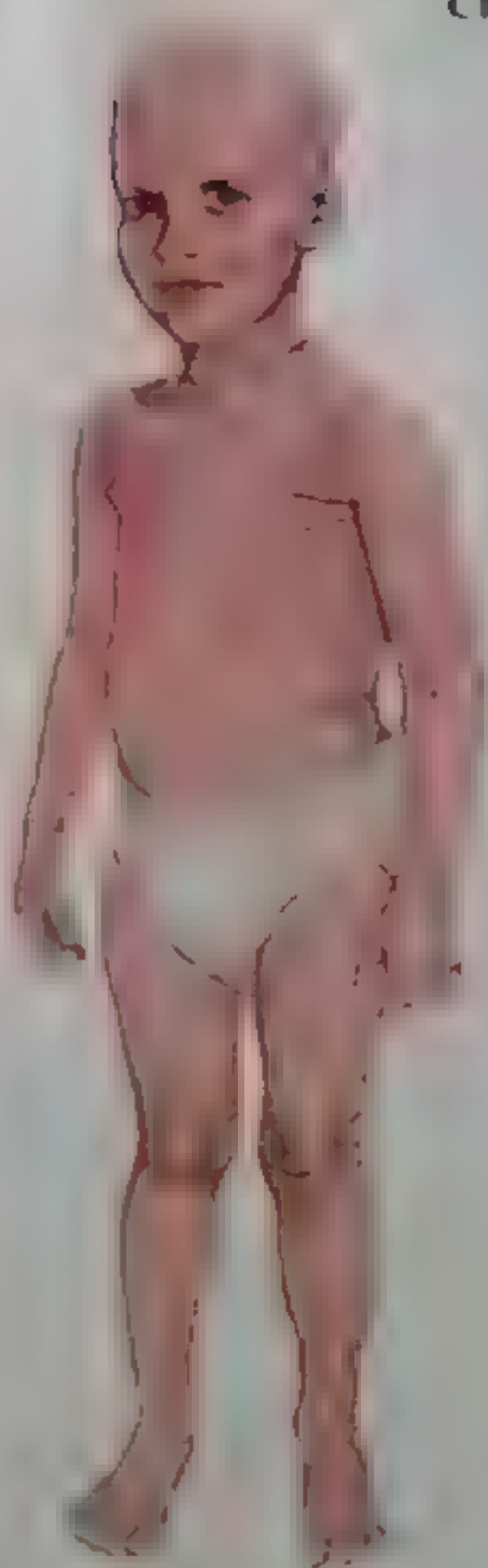
Detail of broken skin revealing hollow interior

Not alive in any conventional sense, it appears to be some sort of hollow-bodied automaton, covered with iridescent skin. Attracted to

- Intuitive appearance only makes it more repulsive

CHANGELING

SCIENCE



THE WORLD A long ago, in a forgotten age, the earth was flat. Magic

with entities they could not control. Vast cities, whose glittering spires pierced the clouds, dotted the landscape, and strange



A tree in an old forest with a small beetle.

HISTORY The most powerful of the Vaz-
ins were known as the Lords of Darkness.
They ruled the united Ashram, who ruled the
hours between dusk and dawn but could not
rid sunlight. Uhu, the lord of death
and the underworld, and Chu, patron god,
the mad, were enough in nature to be
brothers; they often fought amongst them-
selves for reasons no mortal could understand.

While all the Lords of Darkness were terrible,
he was more feared than
Chu. While in the state of mind he person-
ified, Chu was capable of both extreme
kindness and sadistic cruelty. Also known as
Prince Madness and Heavenly Master, he
offered his acolytes the bliss of forgetfulness.

PHYSICAL CHARACTERISTICS

nature. One side of Chu's face is strikingly handsome and the other is
hideously shrunken. The palm of Prince Madness's left hand is black with
long, two-inch white creases.

In a similar manner, his
bronze teeth and equally colored eyes contribute to his terrifying

looks & brain-slutting cautions, which I

CHUZ

SOURCE

Richard A. Miller

Lyndis Lee

SERIES

the First 100



THE WORLD

small world in a universe of interconnecting realities or planes. For their highly developed aesthetic sense and love of nature, the Vadlugh live together in small isolated family groups.

For centuries the Vadlugh mistakenly ignored the monster which they called Mahden multiplying in the wilderness.

Banding together under the leadership of Ghudyth, a Kras, the Mahden united and slaughtered the Vadlugh in a genocidal frenzy.

Only one of the Vadlugh, Prince Corum Jhaelen Iron, managed to escape capture and murder. Corum escaped and lived to plan his revenge.

HISTORY

Vowing to destroy

the Mahden, Corum vowed to replace the prince's lost body parts with the Eye of Krasyn and the Hand of Kall. These possessions gave Corum the power to carry out vengeance but they came with a price.

In return, the wizard demanded Corum steal the heart of Atrach, a demigod whose power Shadol coveted. Succeeding against all odds, the prince learned he is a key player in the never ending struggle between Law and Chaos. Later in the course of his tortured life Corum will discover that he is one of the many incarnations of the Eternal Champion, a hero reborn countless times on thousands of worlds.

PHYSICAL CHARACTERISTICS

Corum moves with a grace humans find impossible to emulate. Like most Vadlugh, he is able to travel between different realities or planes.

Also known as the Prince of the Scarlet Blade, Corum has distinctive dark

hair and the Hand of Kall, which grants him superhuman strength and the

ability to view events occurring in several different planes simultaneously. Reluctant to protect Corum at any cost,

CORUM JHAELN IRSEI

SOURCE

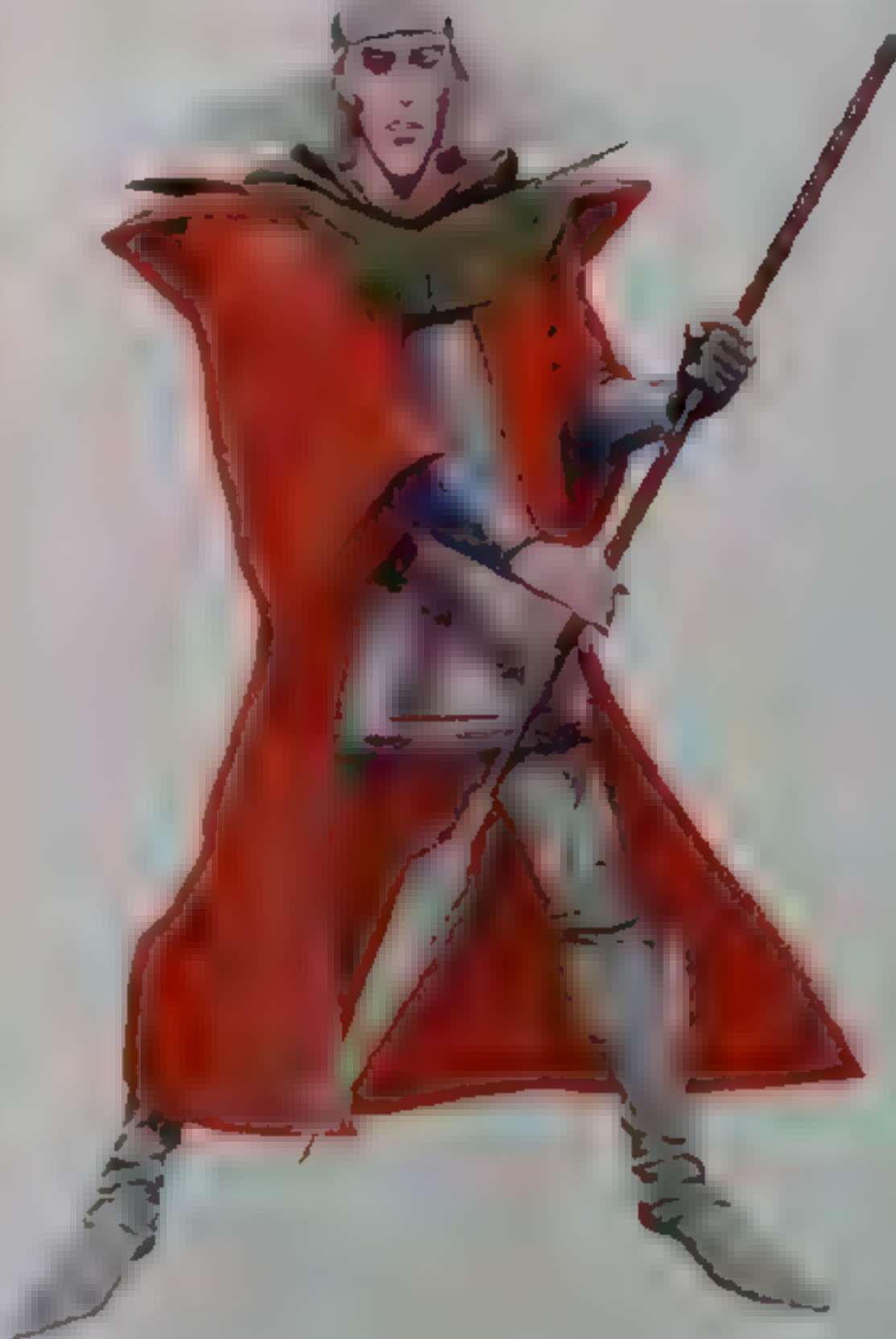
by K. J. ...

by Fred M. ...

SERIES

1.

1



THE WORLD The on a real plane in a universe of infinite

time the universal sovereign has used a brood of children whose perceptions are intrigue and his pursuit of power

All Orron's descendants have the ability to travel between the worlds or shadows surrounding Anher. To perfect this skill they quest the Pattern a strange maze in the depths of their ancestral

While many of these shadows are unable to earth others can deadly. Perhaps the strangest is an alien landscape of moving rock used by humanoid with spurred hands

HISTORY

of Anher finds himself involved in a battle for the throne. King has disappeared, leaving a dangerous power vacuum. Corwin's brother, Era, wants the crown and is willing to kill to get it



"Tireless" form of Data

After an unsuccessful bid to seize control of Anher, Corwin manages to escape from shadow to shadow the Dark Circle

A rift in the fabric of reality the Circle is being used as a gateway by demonic creatures who destroy everything in their path. Corwin learns that the Circle's point of origin is the Courts of Chaos, a place of wild magic but is unable to discern its true purpose

Taking refuge in a world ruled by Benedict, a sibling with whom he is on decent terms, Corwin meets Data (claiming to be Benedict's granddaughter). Data strikes up a relationship with Corwin eventually seducing him

Corwin there is more to Data than meets the eye

PHYSICAL CHARACTERISTICS

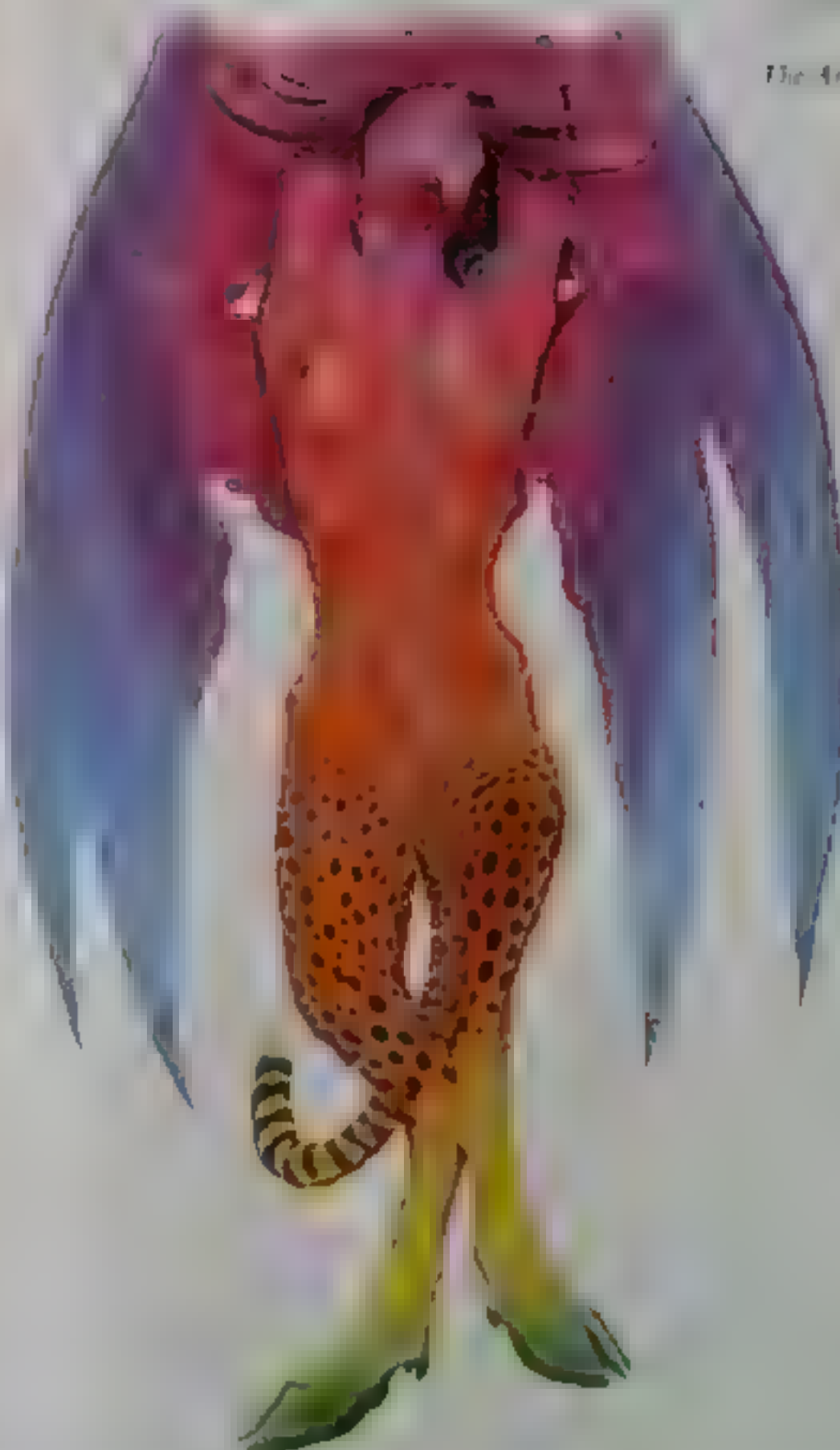
DARA

SOURCE

The Cat of the East

SERIES

The Ancient World



THE WORLD

Earth, where magic is as art practiced by scholars and technicians, operates on a primitive level. Separated from our world by a barrier called the Void, it is ruled by a fragile coalition of nobles and clerics.

HISTORY

the Dark Ones, mysterious creatures who prowled the night in search of human prey. While the survivors eventually managed to drive off the aliens, over the ages the secret behind their victims has been lost.

Reappearing without warning, the Dark Ones again overwhelm Darwath's defenders. Fearing the worst, the wizard Irgold flees to earth, taking the last hint to the throne with him for safekeeping.

Prior to his journey, the wizard contacts Gil, a graduate student living in California, who has been plagued with dreams about Darwath. Gil agrees to help Irgold and arranges to meet him at an isolated secret location.

When Gil gets there, the humbler arrives Rudy, a young auto mechanic whose car has broken down.

Irgold arrives on schedule. But the wizard is unaware he has been followed by a Dark One. Attacked, Irgold transports himself and his charge back home to escape, dragging Rudy and on along in the process. Maimed in an arch and, the two Ancients and themselves thrust into Darwath's hands.

PHYSICAL CHARACTERISTICS

no blood and psychic energy. Dark Ones are deadly against

their prey from above. Those who have seen them and lived speak of ringed mouths.

Dark Ones abhor light and wisdom yet are vulnerable to flame and heated weapons before midnight. They are vulnerable to flame and heated weapons which can easily pierce their dark flesh.

magic, totally alien to human wizards, and what appears to be a mutual telepathic rapport with one another.



Tattooed mouth of the Dark One

DARK ONE

SOURCE

by H. H. H.

1919



THE WORLD

herds of wild horses called Darters. A world of great beauty, where every earth has the power in hand, it is the scene of an eternal battle between the forces of good and evil.

HISTORY Thomas Covenant is a bitter man. A man who with a beautiful wife and new baby, his world fell apart when he was diagnosed with leprosy. Abandoned by wife and friends, Covenant spends his days in isolation, unable to see and afraid to live.

Magically summoned to the Land, Thomas discovers he has been given a second chance. For the Land has the power to cure him, but in return, he must defend it against the Lord Foul and his power, Deep Rockworm.

PHYSICAL CHARACTERISTICS

Like creatures who inhabit the caverns beneath a volcanic island. Easily recognizable by their red eyes, dark limbs, and enormous hands, their powerful bodies harbor even

The Staff of Law

ambitious figure whose discovery of the Staff of Law is

his Staff to locate the Hearth Stone

1111

DROOL ROCKWORM

SOURCE

NO. 1

SERIES



THE WORLD The sixteenth century was a time of turmoil. A united Christendom seemed unable to resist the growing power of the Ottoman Empire. Already in control of the Balkans, the Turks were now moving westward into Austria.

HISTORY Brian Duff is an Irish mercenary who has fought for plunder. Weary of looting and burning his way across Europe, he throws down his sword and accepts a household's job at Zimmermann's Inn, a small Vienna tavern.

Renowned for the best dark beer in Austria, Zimmermann's is at first a cozy, comfortable place. Home to a strange collection of self-proclaimed wizards, the bar is owned by the eccentric, elderly innkeeper.

After who smokes instead of drinks, Ambrosius keeps finding he has met Brian before.

Things take a downward turn when the Turks lay siege to the city. Trapped inside with a host of desperate characters, Brian has to listen to Ambrosius theorize about how the battle is part of a supernatural war between the forces of "East and West."

To make matters worse, the Irishman's boss is convinced Duff is a reincarnation of King Arthur, who has returned to aid the West in hour of need. While this is not what Brian wants to hear, a series of events lead him to confront his destiny.

PHYSICAL CHARACTERISTICS

Ideal Eastern Afris are winged humanoid whose marked faces and fish-like eyes render them terrifying to behold. Summoned by Ottoman sorcerers to serve their cause during the siege of Vienna, they are armed

Able to swoop down out of the clouds without warning, Afris

EASTERN AFRIT

SO. RCE

The Dancing in the Dark
Tim Powers



THE WORLD

north of England. Long believed to be haunted, the truth about it is far stranger. The force has the power to generate pythagoas drawn from the memories of those who enter it. Able to function independently, these creatures can become deadly to their creators.

What seems like a straight path may be a loop that leads to a place inhabited by human and elemental pythagoas drawn from centuries back to prehistory, the forest is an awesome place.

HISTORY

Something strange about the Wood. Returning home for his funeral, Christian discovers that his older brother, Steven, has been obsessed with the forest.

Events spin out of control when both men find themselves in a dangerous rivalry over Guinevere, a beautiful female pythagoas. The contest can only be resolved within Ryhope, where the

PHYSICAL CHARACTERISTICS

Elementals who inhabit Ryhope. Elementals are associated with climatic disturbances. First observed by Christian in the vicinity of his family home, they are weatherlike creatures with complex lives.

Elementals are able to make their bodies lighter than air and ride the wind. They can control the weather and use this ability to summon storms when it suits them. Capricious in nature, Elementals delight in prank playing, but can be deadly when roused.

They are often seen propelling the craft of Sortham, the first boatman, through the sky. A powerful character, Sortham led his people across the ocean to the British Isles in the firm pan and spirit native to the land.

using various elements

ELEMENTAL

SOL RCE

SERIES

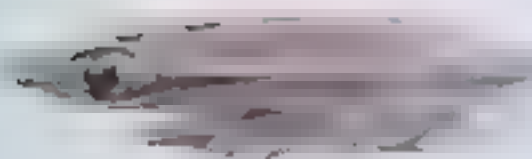
THE WORLD

ions, worlds which border on but are estranged from our own.

HISTORY Throughout history powerful images known as *Y* have mastered the art of crossing the In Ova, the deadly no-man's-land separating Earth from the Domains. The greatest of these was

reminiscent by an encounter in contemporary Manhattan with a

ture from the Domains.



A lateral view of a Gek-a-Gek head.

known as Pie oh Pah, a stranger being seen able to appear at will. Once a close associate of the Pie was cast out by Sarnoff when his strange so-called

with Pie as a guide. Gekle embarks on a tour of the Domains. Maestro's travels will restore his memory and prepare him for the great struggle which lies ahead.

PHYSICAL CHARACTERISTICS

creatures who dwell in the In Ova. Flat-headed with large clawed hands, they have streamlined forms that allow them to move quickly.

Though invisible in shadow, Gek-

more than intelligence. Gek-a-gek rely on force to bring down their prey. Feared throughout the Domains encountered outside the In Ova.

GEK-A-GEK

SOURCE

1 1 1



THE WORLD Hempstead, Connecticut, looks like any other suburban community. Every weekday, a small army of cars in packs with heads the Manhattan bound train. When in casual wear which their cars through the miles of upscale in

HISTORY

lurks behind the facade of well kept lawns and spacious Colonial style, Gideon Winter, a powerful warlock also known as Dragon, arrived in Hempstead and began a reign of

Winter used his powers to take whatever he including other men's wives. Soon when the townspeople finally rose against him, the Dragon's vengeful spirit reappeared periodically over the centuries to wreak havoc.

The worst of these manifestations occurred in the 19th. It began with a series of murders which quickly lured into mass hysteria. Children left their beds or drowns themselves in Long Island Sound. Longtime boys became bitter enemies.

Aided by the presence of a toxic chemical spill, nearly destroyed Hempstead. But the Dragon was tamed by a small group of residents who banded together to save their communities.

PHYSICAL CHARACTERISTICS

Old Gideon is a dark eyed hawk nose. Gayer who always wore dark clothing. Able to bend others to his will the Dragon

+ numerous photographs

Winter's shade has appeared

Dragon. Capable of controlling the living and causing reality blurring illusions. Gideon's spirit is a deadly supernatural force.



GIDEON WINTER

GIDEON WINTER
AKA "THE DRAGON"

SOURCE



GOLEM

THE WORLD Almost every culture has its own version of Frankenstein Myth in which a powerful sorcerer or brilliant scientist creates a creature too powerful to control, one that eventually turns on him. One of the oldest known variations on this timeless theme is tale of the Golem.

HISTORY

Golems are clay or earthen figures brought to life by magical spells. During their forced sojourn in Babylon, Hebrew scholars learned to create these crude automata and passed this knowledge down generation to generation. In fact, the term Golem is derived from biblical Hebrew phrase which translates loosely as a "body without a soul."



The most famous of the Golem legends is that of Rabbi Loew, an eighteenth-century Prague rabbi. Loew created a Golem to protect the Jewish ghetto against pogroms. Unfortunately as time went on, his creation developed a will of its own, rebelling against the rabbi and forcing him to

PHYSICAL CHARACTERISTICS

to shut himself away. According to Hebrew tradition, Golems are brought to life by inserting a spell

into the mouth of the clay figure.

GOLEM

SOL REF



THE WORLD

immortal, two of the humanoid races which inhabit this world have been locked in a struggle for planetary dominance.

The Demons, led by Goidry Blunau, are a noble people who delight in battle. Their ancient foes, the Witches, are feared for their mastery of the black arts.

HISTORY

Now, the Demons must comply with Gorice's demands.

A renowned wrestler who keeps the bones of those he defeats as trophies, Gorice is only too glad to accept.

Meeting on neutral ground at the Castle of the Red Falcon, the two kings engage in single combat. The contest takes an unexpected turn when the Witch is accidentally killed and Goidry emerges victorious.

Removing in his iron castle as Cane, Gorice XII him to the throne of Witchland, plans a festive vengeance. A powerful necromancer, the new king,

th and Demonland itself.

PHYSICAL CHARACTERISTICS

of prey



Feast of the Witchland left thumb ring

GORICE XII

SOURCE

1. 11-12-13-14-15-16-17-18-19-20-21-22-23-24-25-26-27-28-29-30-31-32-33-34-35-36-37-38-39-40-41-42-43-44-45-46-47-48-49-50-51-52-53-54-55-56-57-58-59-60-61-62-63-64-65-66-67-68-69-70-71-72-73-74-75-76-77-78-79-80-81-82-83-84-85-86-87-88-89-90-91-92-93-94-95-96-97-98-99-100-101-102-103-104-105-106-107-108-109-110-111-112-113-114-115-116-117-118-119-120-121-122-123-124-125-126-127-128-129-130-131-132-133-134-135-136-137-138-139-140-141-142-143-144-145-146-147-148-149-150-151-152-153-154-155-156-157-158-159-160-161-162-163-164-165-166-167-168-169-170-171-172-173-174-175-176-177-178-179-180-181-182-183-184-185-186-187-188-189-190-191-192-193-194-195-196-197-198-199-200-201-202-203-204-205-206-207-208-209-210-211-212-213-214-215-216-217-218-219-220-221-222-223-224-225-226-227-228-229-230-231-232-233-234-235-236-237-238-239-240-241-242-243-244-245-246-247-248-249-250-251-252-253-254-255-256-257-258-259-260-261-262-263-264-265-266-267-268-269-270-271-272-273-274-275-276-277-278-279-280-281-282-283-284-285-286-287-288-289-290-291-292-293-294-295-296-297-298-299-300-301-302-303-304-305-306-307-308-309-310-311-312-313-314-315-316-317-318-319-320-321-322-323-324-325-326-327-328-329-330-331-332-333-334-335-336-337-338-339-340-341-342-343-344-345-346-347-348-349-350-351-352-353-354-355-356-357-358-359-360-361-362-363-364-365-366-367-368-369-370-371-372-373-374-375-376-377-378-379-380-381-382-383-384-385-386-387-388-389-390-391-392-393-394-395-396-397-398-399-400-401-402-403-404-405-406-407-408-409-410-411-412-413-414-415-416-417-418-419-420-421-422-423-424-425-426-427-428-429-430-431-432-433-434-435-436-437-438-439-440-441-442-443-444-445-446-447-448-449-450-451-452-453-454-455-456-457-458-459-460-461-462-463-464-465-466-467-468-469-470-471-472-473-474-475-476-477-478-479-480-481-482-483-484-485-486-487-488-489-490-491-492-493-494-495-496-497-498-499-500-501-502-503-504-505-506-507-508-509-510-511-512-513-514-515-516-517-518-519-520-521-522-523-524-525-526-527-528-529-530-531-532-533-534-535-536-537-538-539-540-541-542-543-544-545-546-547-548-549-550-551-552-553-554-555-556-557-558-559-560-561-562-563-564-565-566-567-568-569-570-571-572-573-574-575-576-577-578-579-580-581-582-583-584-585-586-587-588-589-590-591-592-593-594-595-596-597-598-599-600-601-602-603-604-605-606-607-608-609-610-611-612-613-614-615-616-617-618-619-620-621-622-623-624-625-626-627-628-629-630-631-632-633-634-635-636-637-638-639-640-641-642-643-644-645-646-647-648-649-650-651-652-653-654-655-656-657-658-659-660-661-662-663-664-665-666-667-668-669-670-671-672-673-674-675-676-677-678-679-680-681-682-683-684-685-686-687-688-689-690-691-692-693-694-695-696-697-698-699-700-701-702-703-704-705-706-707-708-709-710-711-712-713-714-715-716-717-718-719-720-721-722-723-724-725-726-727-728-729-730-731-732-733-734-735-736-737-738-739-740-741-742-743-744-745-746-747-748-749-750-751-752-753-754-755-756-757-758-759-760-761-762-763-764-765-766-767-768-769-770-771-772-773-774-775-776-777-778-779-780-781-782-783-784-785-786-787-788-789-790-791-792-793-794-795-796-797-798-799-800-801-802-803-804-805-806-807-808-809-810-811-812-813-814-815-816-817-818-819-820-821-822-823-824-825-826-827-828-829-830-831-832-833-834-835-836-837-838-839-840-841-842-843-844-845-846-847-848-849-850-851-852-853-854-855-856-857-858-859-860-861-862-863-864-865-866-867-868-869-870-871-872-873-874-875-876-877-878-879-880-881-882-883-884-885-886-887-888-889-890-891-892-893-894-895-896-897-898-899-900-901-902-903-904-905-906-907-908-909-910-911-912-913-914-915-916-917-918-919-920-921-922-923-924-925-926-927-928-929-930-931-932-933-934-935-936-937-938-939-940-941-942-943-944-945-946-947-948-949-950-951-952-953-954-955-956-957-958-959-960-961-962-963-964-965-966-967-968-969-970-971-972-973-974-975-976-977-978-979-980-981-982-983-984-985-986-987-988-989-990-991-992-993-994-995-996-997-998-999-1000-1001-1002-1003-1004-1005-1006-1007-1008-1009-1010-1011-1012-1013-1014-1015-1016-1017-1018-1019-1020-1021-1022-1023-1024-1025-1026-1027-1028-1029-1030-1031-1032-1033-1034-1035-1036-1037-1038-1039-1040-1041-1042-1043-1044

References



CRENDIL



TAL 1

THE WORLD During the eighth century, vikings were among the most feared warriors in Europe. But the red-infused swamps of Fenland harbored a monster named Crendil. Much less into the hearts of these battle-hardened vikings, he ravaged the land, carrying off the mightiest of the new born vikings.

HISTORY

Half called Hecrot to celebrate his many triumphs. Annoyed by the sounds of merry-making emanating from the building, the hall he named Crendil, who dwells in the wild, revenge.

Every night for the next nine years Crendil breaks into the building, killing those inside. This rampage continues until the hero Hecrot learns of Hecrot's troubles. Sailing from Sweden with a small group of vikings, he arrives at Hecrot determined to put an end to the reign of terror.

PHYSICAL CHARACTERISTICS The son of a water-hag, Crendil is a brute who has rendered himself invulnerable.

Powerful enough to tear apart enemies with his clawed hands and jaws, Crendil is a murderous fiend who considers it the viking's honor who tried to slay him.



side - formidable dragon-like

GRENDL

SOURCE



THE WORLD

a wild, good-rich region near the Black Sea. During the Heliopic large unexplored expanse of land was home to a unique species of Greifins. When or why they became extinct is unclear, but we have reliable information that these creatures survived well into the first of the Christian Era.

HISTORY

were a strange hybrid of lion and eagle. Modern scientists have noted that they may have been a mutated form of the beaked *Phorusraptor*.



Fossilized skull in matrix.

PHYSICAL CHARACTERISTICS

found by Scythian nomads indicate powerful sharp talons and lionlike bodies with long tails. Their frilled skulls rendered them nearly invulnerable to head injury.

Like birds, Greifins reproduced through carving. When its males were near term they moved into the earth constructing a nest composed of several tunnels. While excavations often unearthed raw gold from mineral-rich soil, only the very brave or foolish would risk venturing near a Greifin for the precious metal.

GRIFFIN

SOURCE

Greek and Near Eastern Mythology



THE WORLD

strange beauty and dark terror. Somewhere within their ever-expanding knowledge of the Great Ones, a place beyond description.



The temple that connects the physical world with the enchanted wood.

HISTORY While humans have used the dreamlands since the dawn of time, none has ever reached the One man, Randolph Carter, is fated to be the first.

An intrepid explorer bound to confront the carnivorous horrors who inhabit dreamland, Carter is willing to risk his life to get there. Aided by ghouliah and allies, he sets out in search of the elusivity. To reach his goal, Randolph must pass through the underground domain of the monstrous Gugs and overcome the traps set for him by Nyarlathotep, the crawling chaos.

PHYSICAL CHARACTERISTICS

raised vast stone circles for their market tales. The Gugs were condemned

devour anything they can catch.

large

form of social organization, which includes a

GUG

NO. 100



THE WORLD

the Witch World, an alien planet where magic works and
 entirely different as we know it. Witch World is a wild
 world of cities, vast forests, and empty spaces where daily life is
 far from what we dream

HISTORY

around her

Large for change, which joins a small group of women,
 comes to the White Riders, mysterious women

spells of shadow can be Heret and learn he is a shape-shifter

PHYSICAL CHARACTERISTICS

with their skin

White Riders are able to assume animal
 with. Based on their home in the Domain
 Africa, they wear Witch World wearing
 their skin

They are mostly on their horses. Taller
 than most animals, these horses
 are fast and capable of traveling

The sun
 mother Heret's original form
 red hair. The half breed status makes her
 of the herd and an outcast

White Riders often shape shift
 to fight the
 mountain top. The gold horses

while riding



White Rider's distinctive white horse

HERREL

W. H. R. E.

W. H. R. E.



THE WORLD At the dawn of the eleventh century, C
not fully suppressed the ancient religion of the British Isles
rises around the wilderness, and the old gods still walked the world
the heaves of watermen huddled round their hearth then after
to at all what promised their own



HISTORY Seeking a human counterpart
with him, a great wish to all magic in
the world, a drop of blood, a heart
ing a change in the world by
above all the rest under the sun. So the
man has a great wish.

and beyond by his human parents, which
 will be with us a place at the side
 of the great world of the human mind.

PHYSICAL CHARACTERISTICS

commercial Europe and the Islamic Middle Ages. One of the brightest in Europe and the Islamic Middle Ages. One of the brightest in Europe and the Islamic Middle Ages.

01/01/2017 10:00 AM
 01/01/2017 10:00 AM

Scoring on each of the 100 items

... was the level of the ...
... was the level of the ...

[illegible]

ILERIDE

NO. 1



THE WORLD

and primitive as sports, Vandertur is an enlightened land
to enemies. To protect their borders and at times their very
rulers have no other way to have honest nations

HISTORY Raised in a remote small trading state, where
tribes play a key role in settling political disputes, Keromyn is a
young man searching for direction. He is sent to the
role into which his mother's death has cast her. He would
turns that change the world's fate.

Keromyn's life changes forever when a band of raiders attacks
killing his father and abducting the boy.
to King's Court, Keromyn is sent to his grandmother, Kethry, for help.
Kethry gifts Keromyn with a magical
and Mord. It is a sword that has the power to do



grandmother's companion,
to down the kidnappers and
Her courage impresses
warrior who agrees to

Kethry and Tanna R.
warning the army of
an incoming
one promotion

to the king. In the process, he

PHYSICAL CHARACTERISTICS

shape for combat. Keromyn is light in

Keromyn has no striking real abilities. Keromyn is a noble, brave
warrior. A brilliant commander of the Skychin forces, he has saved
the Skychin from the clutches of

KEROWYN

1500-1600



THE WORLD Elm Haven is an unlikely site for an epic battle between the forces of light and darkness. As an idyllic town, it is a place where residents are blissfully unaware of demonic forces lurking there.

HISTORY A magical object whose roots date back to ancient times, the Burgess Bell spreads corruption wherever it goes. While the exact nature of the entity dwelling within its metal confines is unknown, scholars agree it demands human sacrifice. Not long after the infamous battle of Acton, a man named Burgess, who brought it to Rome during the Renaissance, the Bell has the power to control the minds of those who are near it.



Burgess Bell, a relic of the past.

Transported to America by an eccentric millionaire and placed in the custody of Elm Haven's townhouse, the Bell has been biding its time, waiting for the right moment to strike.

As the summer vacation draws to a close, a group of local kids

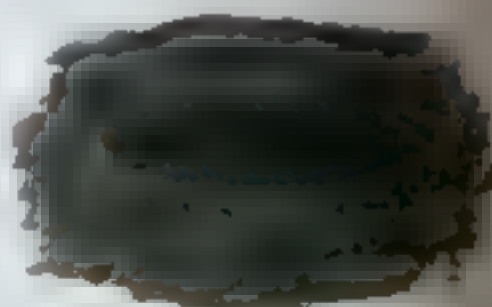
are determined to destroy their age-old foe before it destroys them.

PHYSICAL CHARACTERISTICS

These long, thick bodies and sucker-equipped mouths conjured up by the Burgess Bell show great strength and

Endless and armed with rows of blade teeth, Lurkers' voracious, tough-skinned bodies and lack of vulnerable organs make them difficult to destroy. Like many creatures of darkness, however, they are vulnerable to fire.

They are under their victims and can move quickly. They are highly efficient machines, large enough to swallow a full-grown dog or knock over a truck.



Sharp-toothed mouth of Lurker

LAMPREY-WORMS

SOURCE



LIRAZEL

THE WORLD

emerald of eternal beauty and sensual delight. While many seek to do little damage to cross its ethereal borders.



ILLUSTRATION BY [illegible]

HISTORY Armed with a sword forged from thunderbolts by Prince Aleric sets out in search of a new realm. Succeeding where he failed, he encounters Lirazel, the king of Eldland's daughter.

Falling in love with Aleric, who is like one she has ever seen before, Lirazel flees with him to earth with the prince. Deighted with the mortal world, the princess marries Aleric and bears him a son.

All is well until Lirazel's father learns he is back home. Devastated by the loss of his daughter, Aleric vows to reclaim his bride. Setting out on a second quest for Eldland, the prince discovers that it may be impossible to find twice.

PHYSICAL CHARACTERISTICS

"chichest glory of Eldland," Lirazel is more beautiful than any earthly woman. Unbound by time, she grows never ages, retaining her youthful appearance over

sculpted out of blocks of

LIRAZEL
SOURCE



MACHINE BEAST

THE WORLD Savaged by a nuclear holocaust, the earth has

become a strange. Vastly reduced in numbers, humanity shares the
world with Elves, Trolls, Gnomes, and Dwarfs, mutated or ancient races
have resurfaced in, or adapted to, this new world.



The King of the Beast, the
Machine Beast.

HISTORY Raised in the small village of Shady Vale,
Shea, a human, an orphan of human and elfin descent,
led a quiet life. When the Druid historian, Allanon, arrives,
Shea's nephews run and tell him he is the last heir of a
great Elf King. Shannara's first reaction is disbelief.

Shea explains the Druid has inherited an
responsibility. For only he can fulfill an age-old prophecy,
wielding Shannara's sword against the Warlock Lord B
an ancient menace, who has returned to the trouble
and

Determined to ensure that the magical blade is never used
against him, the Warlock dispatches a winged demon,
Skull Bearer, to destroy Shea. Escaping into the wilderness
with his sister brother Flick, Shea realizes he's become a key

to the Machine Beast.

PHYSICAL CHARACTERISTICS

Feeding on whatever it can catch, it
hides in the ruins of an abandoned city
waiting for victims.

Ironlike in nature, the Machine-Beast
has grafted metal sheets over portions of
body, in an effort to repair its decaying
frame. What little remains of its original
flesh is covered with coarse black hair.

The weapons about the Machine-Beast
are tipped with toxic weapons, whose
touch can be lethal. Equipped with multiple
eyes, it is able to move quickly when fire
ing or striking food.



The composition of metal plates forming the Machine Beast's body.

MACHINE-BEAST

SOURCE

The Sword of Shannara
Peter Dinklage

SERIES

The Shannara Series



THE WORLD

the Middle Ages a great king ruled Britain. Known as Arthur the dragon, his legend haunts us to this day. To understand fully this great leader who united a fragmented nation under his banner, we

only

HISTORY

land, Duke Gordon of Cornwall. Morgaine was a precocious child; appearance it was rumored that the blood of the little people, who the land's original inhabitants, flowed in her veins.

place where the mysteries of the Mother Goddess were studied

under her aunt's

Morgaine learned to utilize the "light" a limited pre-eminence ability shared by women in her family. She was also taught to call spells of danger which alerted how others perceived her.

In time Morgaine assumed the task of protection. A



Illustration from the book "The Book of the Dragon"

eventually he devoted to her task. At a against the intolerant Arthur's Christian Queen. The conflict here loved must placed the king in an impossible position and brought about his downfall.

PHYSICAL CHARACTERISTICS

and bearing the creases mark of Avalon upon her forehead, Morgaine has been prepared for the holy eye of King Makara. The ritual she has with Arthur prior to his coronation and eventually bound to the land had disastrous consequences.

Morgaine became pregnant and gave birth to a son, who came to be known as Mordred. The child proved to be

MORGAINÉ

SOURCE



THE WORLD

Therworld is a flat planet supported by four great elephants
the shell of the a
y. n. n. n.



Close of Death's Embrace

HISTORY

all in search of an oppressor, the Green Reaper which a
matters has named Mort and decides to teach him the
the truth.

When his cruel writhings done, the job is done with
himself, the learning to walk then is made. He

put up with his mother's adopted daughter, Viabell
has the adopted child in his.

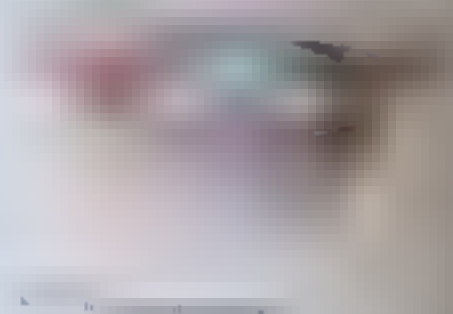
Things go with well until Mort takes matters into his
hands, springing a beautiful promise and claiming her
mother's love.

He then, however, shows the true nature of his mother's love
to him, that showing the Green Reaper is definitely a
father's love.

PHYSICAL CHARACTERISTICS

Originally a tall
with skin undergoing significant changes
in his appearance as a result
of his death. Coming from earth
and his human eyes acquire a strange
glow.

Used as his mother's hand
to show Death is the last to
dread which binds souls as they
the blade of this device is so truly bound to be transported



MORT

COMICS

SERIES



THE WORLD

high mountains. While its social structure is slightly similar to Europe's, Drevora's history is very different. Five untold ages ago, there was a magical art known called *diverence*, a secret knowledge that has been passed down from master to student.

HISTORY Like a prince of Drevora, Nevan was to give up his privileged position and study *diverence* with a king's son, even one who is not directly in line for the throne, his responsibilities, and Nevan's father refused to

allow him to go his own way. Nevan dipped out peace to seek out the *diverence* master Rhegan. His actions set in motion a sequence of events which caused the death of his beloved Irangren and two others.

Nevertheless, Nevan vowed to make amends to the nation and to seek beyond the bounds of time and space the ones who rule all creation, heard his vow and granted him the ability to be able to track the time of such things as the sun, the moon, and the stars.

In centuries of wandering through Drevora and the other

and his young daughter Jid, the prince's work begins to change

PHYSICAL CHARACTERISTICS

confronted with the Wildfolk, terrible creatures invisible to most, he is caught out by only one possible

includes the ability to shape shift

NEVYN

NO. 10

WREN



THE WORLD

powerful magic tangles with natural laws of the Overworld, an alternate universe bordering on our own. These foolish enough to imagine them

world which have become wastelands inhabited by a mere

human survivors same as he

pondering when the long night will come

HISTORY

Lugal the Elder, an
man who once by his work is banished to
gray shores of Waingrove Strand by

revenge. He works his way back toward
river's house in Ahtara's

During the course of his adventures
Lugal acquires a demon made called Spau-
terlight. This powerful magical relic, which
absorbs anyone's nature through one of its sides,



PHYSICAL CHARACTERISTICS

her kind, they are more likely one of the mutated species com-
ing for future. During Earth's

up by light. However, because her nature, having only the
Her primary weapon is a retractable stinger which, when raised,

and she is a foe to be reckoned with.

Injured by Spau-terlight

NISSIFER

NO. 1

STERN



THE WORLD

beaches of what is now England were home to a race of magical creatures called Psammheads. While many perished during the climatic and geological shifts which ended the Age of Reptiles, others underground now went into a trance-like sleep, only to be dug up and awakened by unwary humans.

HISTORY

creature, which speaks perfect English, explains it has the power to wishes. But there's a catch. Whatever they ask for will vanish after so they must think carefully before making a request.

The Psammhead warns them that getting what they ask for may

one exception: they ask for gold and receive strange coins no merchant will take. A demand for wings so they can fly like birds results in their being stranded atop a church roof at the end of the day. After several of

ing to be tampered with.

PHYSICAL CHARACTERISTICS

Psammheads or sand-fairies are small, fat, furry creatures with long monkey-like arms and legs, and batlike ears. They are also known for their strange eye stalks, which can be extended or retracted at will.

Even though they once inhabited the beaches in great numbers, Psammheads can not shake the touch of water, which makes them ill. In later years this prompted them to take up residence in drier locales, like sand and gravel pits.

Sand-fairies live underground and use their hands for burrowing. Cautious by nature, they enjoy letting those they encounter



Psammhead eye stalks 1893

PSAMMEAD

SOURCE



QUICKSILVER DRAGON

THE WORLD

separated by an ocean of air. Humans, dwarfs, and elves struggle

landmasses, the domesticated winged dragons favored by

unwary traveler has been lost to the void

HISTORY Spared from the headman's block by

have good reasons for wanting him dead

PHYSICAL CHARACTERISTICS

transport troops and cargo from place to place

These birds c



A Quicksilver Dragon

Courier Dragons are the smallest
four breeds known for their speed.
Used by messengers, who need to
vital information quickly.

Winged, yet capable of flight
while unknown breeds. Quicksilver Dr
used as mounts by powerful war
More intelligent than any other type
dragon, they are mean-natured and can
be mastered by magic.
Quicksilver's curl

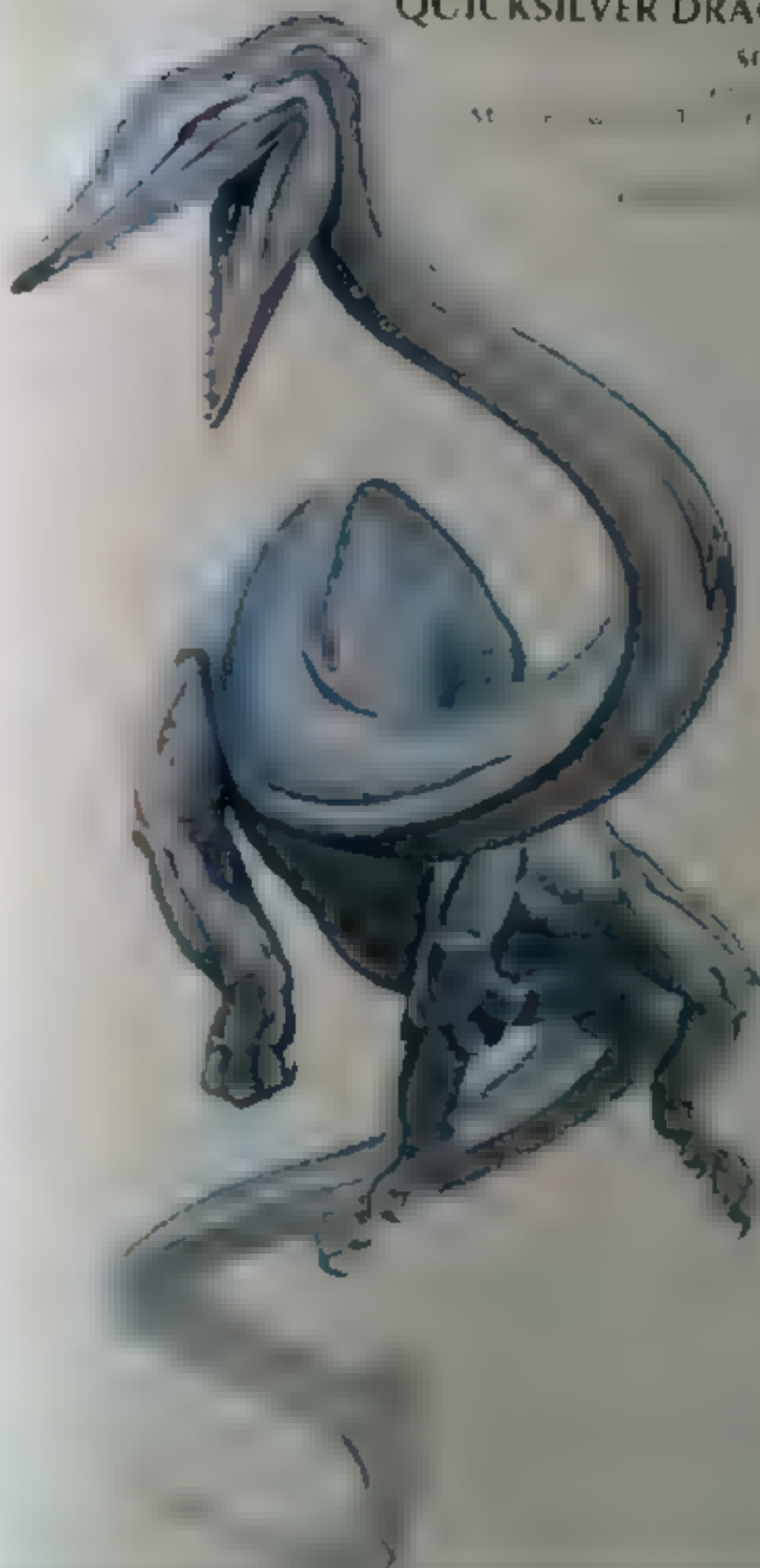
when nervous. They
shed from their tongue

QUICKSILVER DRAGON

SOURCE

SE

SERIES



THE RED DEATH

THE WORLD In the early years of the Renaissance, plague swept through Europe. Labeled the Red Death, it

by those animal thins who feared its rapid spread.

HISTORY Only the mad and the desperate dream of a prince and Prince Prospero possessed both those qualities. When death broke out among his peasants, the

secluded his court in a fortified abbey. A bizarre place that reflected Prospero's taste, the sanctuary contained a suite of colored rooms and a great ebony clock. For the prince and his court feasted behind walls while the Red Death ravaged the countryside. Then, believing themselves secure, the aristocrats

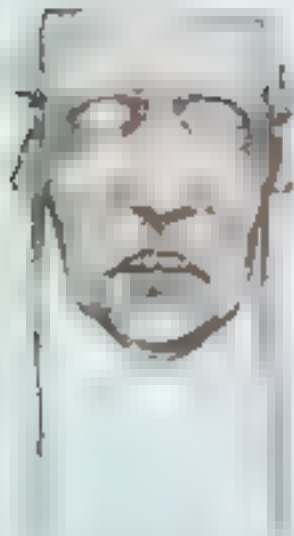
PHYSICAL CHARACTERISTICS Appearing as a blood-splattered corpse clad in grave clothes, Death

led Prospero's ball in the guise of the pestilence

making his lands. Striking down the highborn

enough to think they could escape him, the

Reaper proved he plays no favorites.

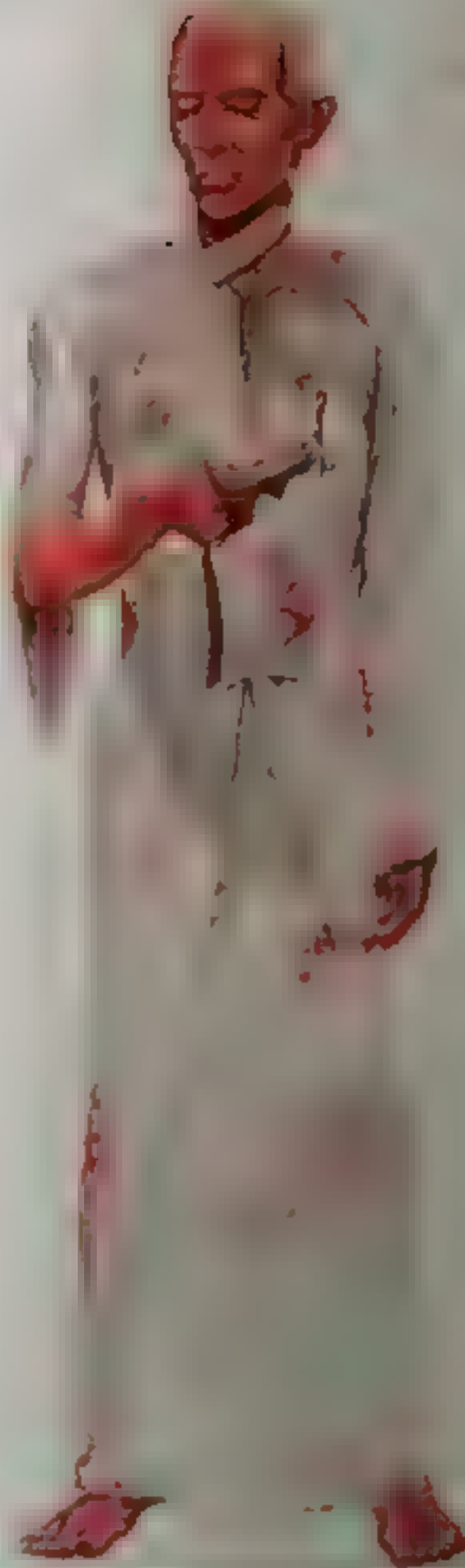


Prince Prospero, the Red Death

THE RED DEATH

SCHULCE

1911

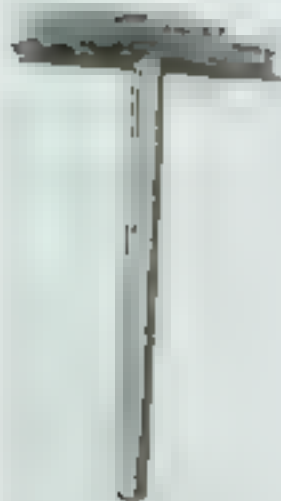


SAW HORSE

THE WORLD

the wings of a tornado and found her way back to Kansas in a series of amazing adventures. However, the tale doesn't end there.

Just after Dorothy's departure, her friend the Scarecrow became the King of the Emerald City, while Nick Chopper, the Tin Man, went on to become Emperor of the Winkies. As Dorothy's faithful companion was discovered, being in charge in a far more difficult task.



Saw Horse - leg after Dorothy's
departure

HISTORY Brought up in the country of the Gills, somewhere in the northern reaches of Oz, Tip has no memory of his parents. Like most young boys, Tip is a mischievous child who enjoys playing tricks on Mombi, the witch who has raised him.

A would-be witch who secretly practices the black arts, the witch's sour disposition rubs Tip the wrong way.

Returning home from a trip to visit a local Mombi, Tip has constructed a pumpkin-elfin and placed it in the road to scare her. Angry at boy Mombi's first impulse is to tear the thing apart, but she decides to try her newly acquired magic instead. The Powder animates the figure, giving Tip a chance to start a life of his own.

The old woman vows to turn Tip into a statue for good. Having no desire to become a permanent fixture in Mombi's garden, Tip flees, taking the Powder of Life and his new friend, the handsome Jack Pumpkinhead, with him.

with a iron will

PHYSICAL CHARACTERISTICS

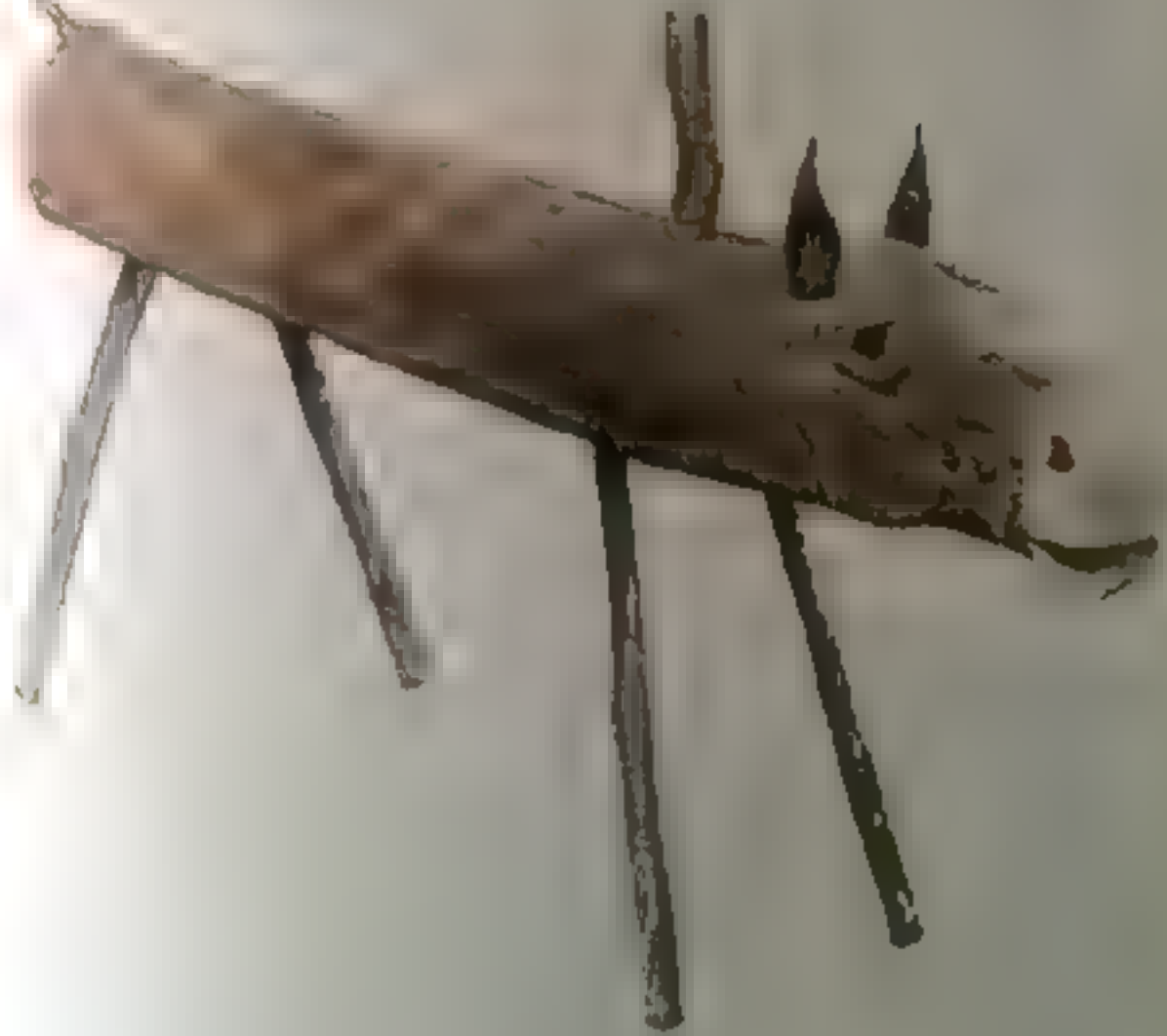
Born by magical means, the Saw Horse has two knees for arms, a table for a head, and a branch for a tail. The Saw Horse's long ears were carved out of bark and added on by Tip so that it would be able to hear his commands.

SAW-HORSE

MOUSE

1911

SERIES



THE WORLD Earthsea is a world of vast oceans where magic is present and technology is limited to wind and sail. The planet's human inhabitants live on a series of islands, where they live as mariners, craftspeople, or fisherfolk.

Those who display an aptitude for sorcery are sent to the Wizard's Academy on the island of Roke. Trained by masters, they learn the magic of the world and that power must be used responsibly.

Lessons of the Academy

Many of tasks, including

designs who sometimes take up

HISTORY Perhaps the greatest

Earthsea's history was Gerd, who took the name of Sparrowhawk. It was the rocky side of him that led to his talent for magic at an early age.

Apprenticed to a local wizard, Gerd, he there for knowledge. He was sent to Roke and was an immediate

goes him into a long loneliness.

Determined to prove his skills, he had summoned a dead warrior's spirit. The spirit had killed, releasing a shadow-being from the night realm between life and death.

Temporarily banished by a teacher's sacrifice, it returned. To survive, the young wizard was forced to conquer his shadow. His source of power had unraveled.

PHYSICAL CHARACTERISTICS Although the shadow being is able to assume many different forms, including a bear

with a white face. A white, glowing presence in a dark night.

SHADOW

VOLUME 1

1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26



THE WORLD

A world of savage beauty, it is ruled by the enigmatic deity Surtur

HISTORY

After a long journey to discover the meaning of life, introduced by a mysterious stranger called Krag at a glance, Maskull falls under his spell

On his way to make good on his promise, Maskull agrees to spend a period of observation in the Scottish highlands. Placed inside a

the vehicle, Maskull is transported to his destination

Awakening on Torquay, Maskull discovers he has grown a tentacle-like appendage on both sides of his neck and

forehead an extra organ, a brain, which allows him to communicate telepathically. Asked to join a local tribe, who promises the same structure, he sets out in search of Surtur

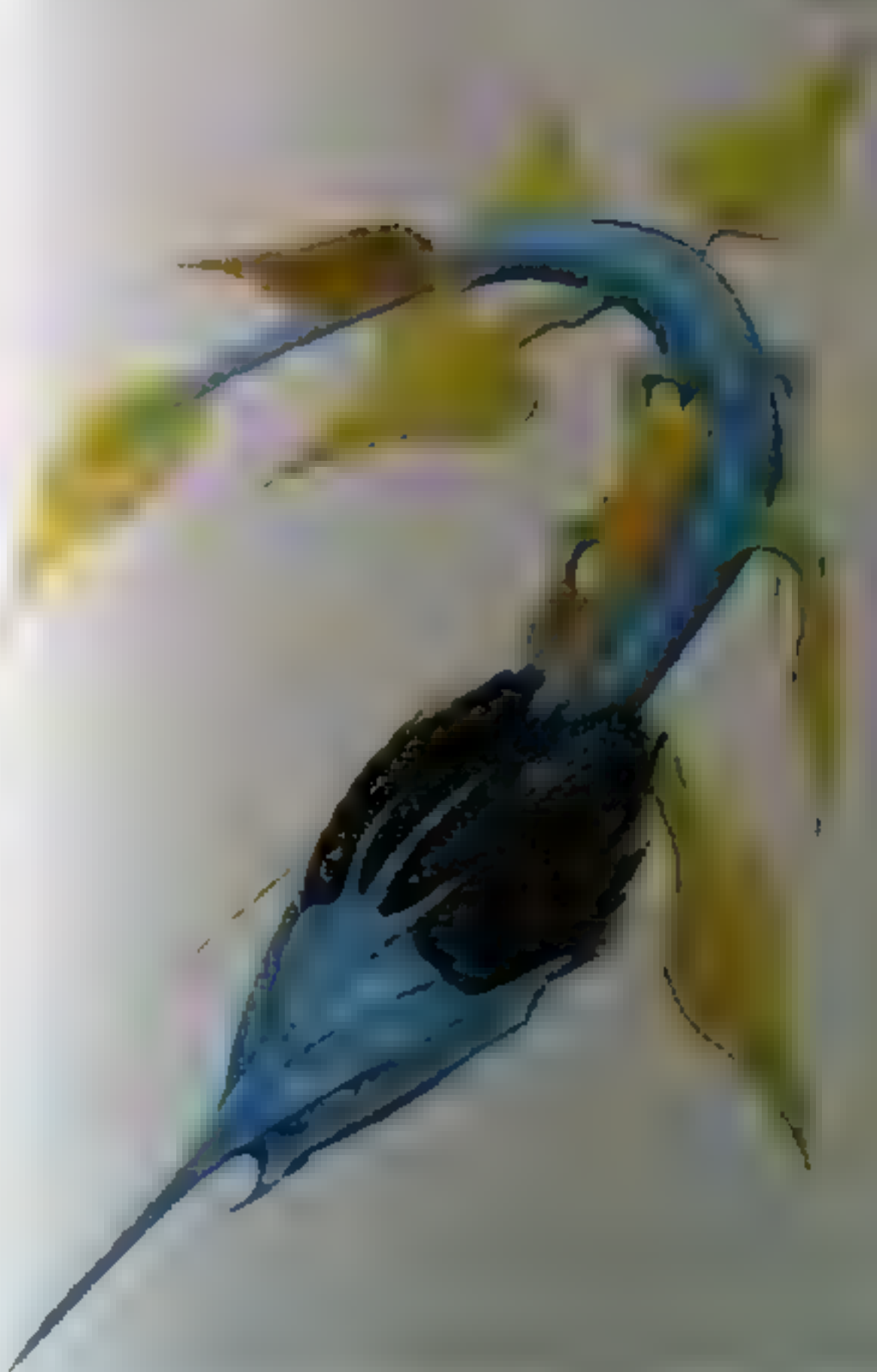
Along the way, Maskull encounters Ooze, a strange female alien, and living monsters called Shmaka. These take Maskull for one of these strange creatures, allowing him to study the alien world of Torquay from the inside

PHYSICAL CHARACTERISTICS

Maskull is a tall, slender, and very agile being. He has a long neck and a large head. He is covered in a thick, scaly skin. He has a long, thin, and very agile body. He is covered in a thick, scaly skin. He has a long, thin, and very agile body. He is covered in a thick, scaly skin.

He has a long neck and a large head. He is covered in a thick, scaly skin. He has a long, thin, and very agile body. He is covered in a thick, scaly skin. He has a long, thin, and very agile body. He is covered in a thick, scaly skin.

SHROWK
SOURCE



THE WORLD

The world is a vast and varied place, with many different cultures, languages, and customs. It is a place of both beauty and danger, and it is our duty to understand it and to work for its betterment.

HISTORY

The history of the world is a long and complex one, with many different civilizations and cultures. It is a story of both progress and regression, and it is our duty to learn from the past and to work for a better future.



PHYSICAL CHARACTERISTICS

The physical characteristics of the world are diverse and fascinating. From the towering mountains to the deepest oceans, the world is a place of incredible natural beauty and wonder. It is our duty to protect and preserve these natural resources for the benefit of all.

There is a great deal of work to be done in the world, and it is our duty to do it.

There is a great deal of work to be done in the world, and it is our duty to do it.

SILENT ONE

NO. 100

1911



THE WORLD

The world is a vast and varied place, with many different climates, peoples, and customs. It is a place of great beauty and interest, and it is one that we should all strive to understand and appreciate.

HISTORY

The history of the world is a long and complex one, with many different events and people. It is a story that we should all strive to understand and appreciate.

PHYSICAL CHARACTERISTICS



The physical characteristics of the world are varied and interesting. There are many different types of land and water, and many different climates and weather patterns. It is a place of great beauty and interest, and it is one that we should all strive to understand and appreciate.

Sumner Thayer, 1904, p. 101

SWINE-THING

SEX REF



TENGU

THE WORLD For as long as human memory the most ab-

original sense of horror. While no one is sure where these creatures came from, it is believed they migrated across the cold sea from mainland before the words of the Buddha reached Nippon.

HISTORY

erred state as commonplace.

Tengu were said to derive particular pleasure from teasing Buddhist priests who came to the mountains to study them.

Only their activity in isolated areas.

Fond of meddling in human affairs, Tengu often interfered in

over his enemies.

PHYSICAL CHARACTERISTICS

toned those who encounter them.



Illustration from the 19th century.

frequently seen wearing long-tipped hats known as shakujō. These provide their owners with protection against evil influences and are useful in exorcising demons. On a more down-to-earth level, shakujō can also be used in combat to trip and trap spear blades. The uniquely shaped cap, or tsukiin, worn by the kurosu dweller is a drinking cap.

Tengu were fiercely protective of their territory and rarely permitted it.

Over time the peasants who lived in mountain villages learned to coexist with the Tengu. In this day many still leave offerings of bean paste outside their doors to appease these spirits.

TENGU
SOURCE



MR. TOAD

THE WORLD Just over the hills and through the Wood, a river whose waters run cool and clear. Along its quiet banks the stalwart Rat, the valiant Badger, and the clever Toad, whose world bears a striking resemblance to England.

HISTORY

the river. Mr. Toad is an animal given to extremes. When Toad's passion for motorcars his friends, Rat and Badger, sense it will lead to ruin, ignoring his constant advice Toad squanders his fortune on a flashy automobile. Disaster strikes Toad becomes a car without asking them in jail for the first

Arrested by the police

too wild, Toad works his

Wrench and turns from the Wood &

PHYSICAL CHARACTERISTICS

the river. Toad possesses human traits, such as hair and the ability to walk upon two legs. A true aristocrat, he has a taste for expensive clothes and favors fine with with wine.

Snobbish by nature, Toad has a tendency to talk a great deal without listening to others. Used to having his way, he will up to ten times his natural size when angry or enraged.



Mr. Toad's house

MR. TOAD

SOURCE

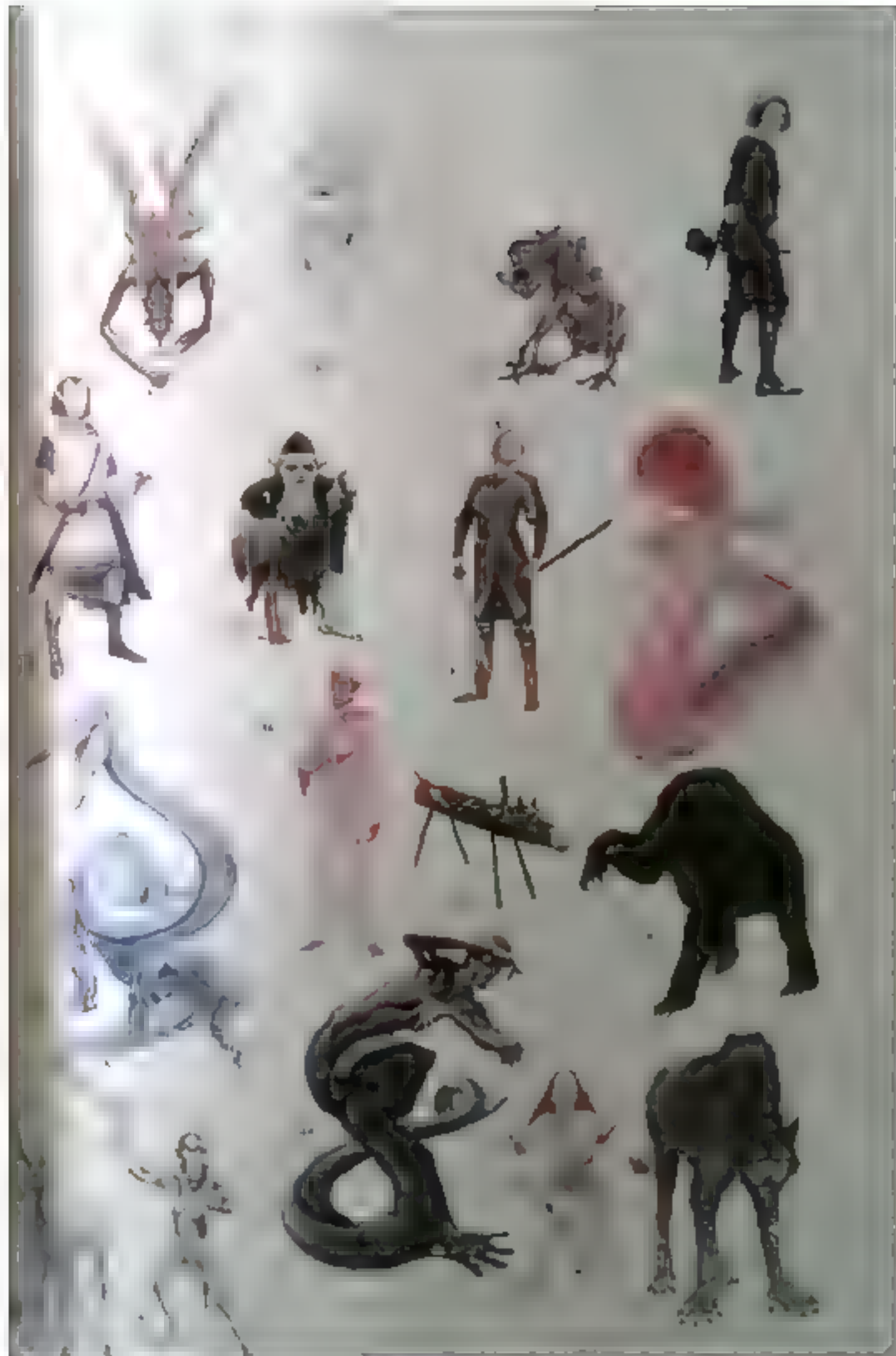
1 11/10/11 11/10/11



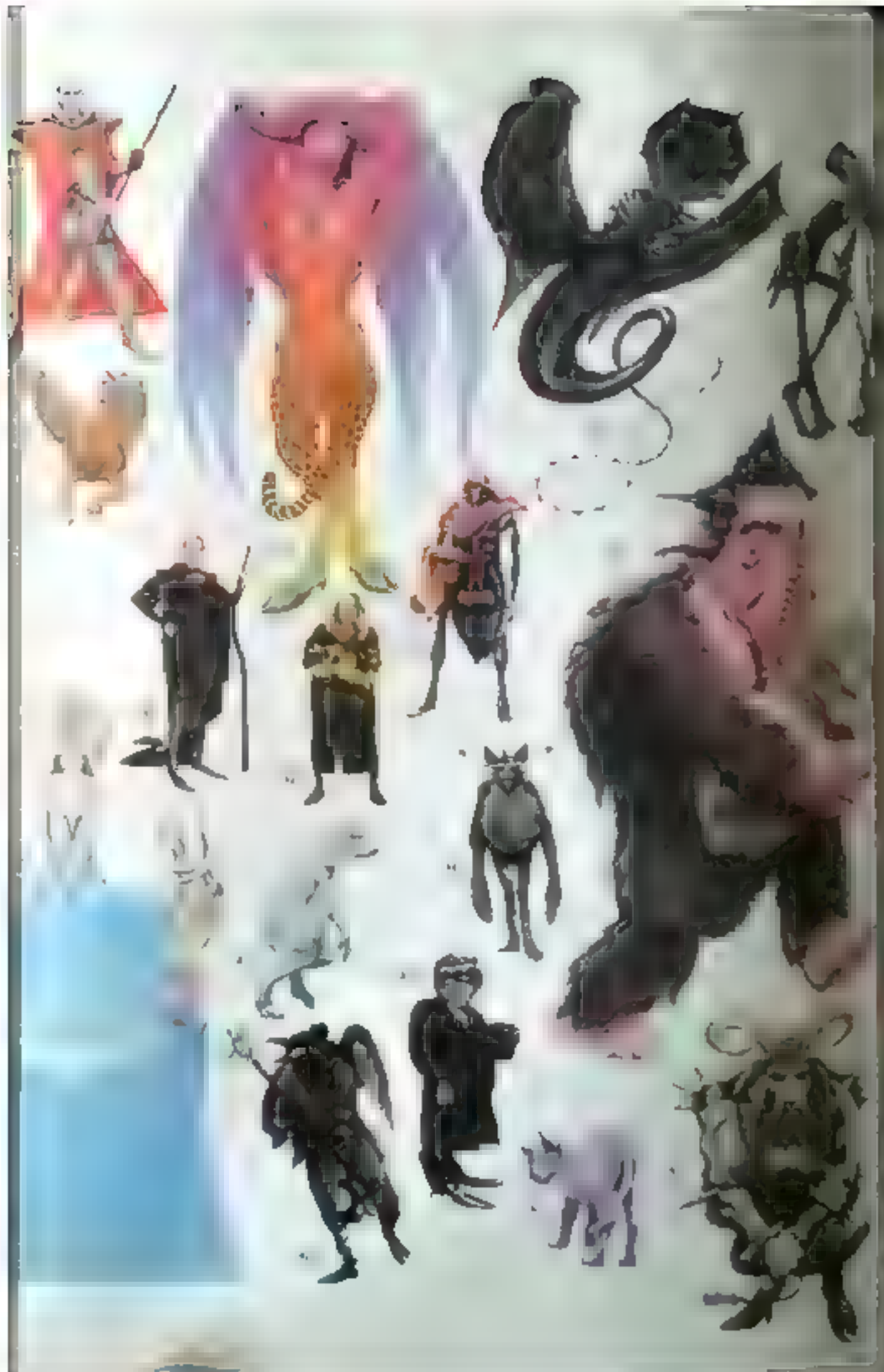


COMPARATIVE SIZE CHART

KEY	SIZE	KEY	SIZE
1 Azule	4	26 Kenwyn	5
2 Azule	5.6	27 Lamprey Worms	6
3 Bael	4.6	28 Lizard	5.5
4 Bael	6	29 Manticore	3
5 Bael	6	30 Manticore	5.2
6 Bran Misk Morn	5.8	31 Mice	4.7
7 C. Amber	5.6	32 Nerve	5.6
8 Caterpillar	2.5	33 Nether	5
9 C. Orange	4	34 Plumed	3
10	6	35 Quack	11.1
11	6.5	36 Red Death	
12	17	37 Sew Horse	4
13	10	38 Shadow	6
14	6	39 Shrew	31
15	6	40 Silent One	15
16	5.6	41 Swine Thing	5.1
17	5	42 Tengu	5.1
18	5.5	43 Mr. Toad	5
19	7.6	44 Toothguard	2
20	14	45 Toad	8
21	1	46 Unicorn	6
22	20	47 Vengeful Court Animals	5.6
23	6	48 Vulture	8
24	2	49 White Lady	6
25	2	50 Willow	5







THE WORLD Those who share their lives with cats are often intelligent creatures with minds of their own. What we know of them is that they possess a secret language and culture, broader than ours, from the dawn of time.

Late at night, while human slumber, their friends gather in open fields and back streets to tell stories of the old days before two-legged beasts invaded the world.

HISTORY Frodo Took was a young cat who had to survive on his own. When his friends disappeared, he and several other local felines mysteriously disappeared. Frodo went back on a quest to discover what has become of them.

Accompanied by a kitten called Pippin, Frodo and Eowyn, an elderly cat with a secret past, set out on a long journey. The trio's adventures will take them to the Firstborn, where the Queen of Cats has been through a perilous journey and now she is the most powerful Heartbeater.

PHYSICAL CHARACTERISTICS The Heartbeaters are vile beasts who guard the Heartbeaters' ground law. Full on and blind, they have fanged muzzles coated in needle-like teeth.

Although capable of conversing in standard feline speech, Frodo has difficulty expressing themselves, often misreading their sharp sense of hearing enables them to follow the heartbeat of everything & carry and manipulate things against Heartbeaters' other muzzles of claws and boneguards.



on the guard, showing how the

TOOTHGLARD

SOURCE



TROLLOC

THE WORLD

the Wheel of Time an unending struggle between the forces

True Source, wild supernatural energies only a select few can control
a conflict has claimed oceans and leveled mountains

HISTORY Brought up by his father on a farm near
small community of Two Rivers, Rand hasn't seen
the outside world. Still, something about the hooded
he spies en route to the town's annual Belt Time festival
his nerves on edge

Rand's instincts are correct: for the stranger is an agent
of the Dark One, a supernatural creature who is evil
late. Free after centuries of imprisonment, the Dark
has dispatched servants to capture Rand and his friends.
Convinced one of them is a reincarnation of known as
Dragon, the Dark One is determined to destroy his
rival for what he is

PHYSICAL CHARACTERISTICS Half human, half animal. Trol-
locs are the shock troops of the Dark One's armies. Created through
genetic engineering, they are ferocious fighters who delight in death and

Troilous, fingered hands allow them to use
weapons such as the curved scythe-type swords they
are often armed. Frequently clad in black mail, spiked
at the wrist and elbows, and leather trousers, only the
most skilled of warriors can best one in single combat

Not great thinkers, Trollocs possess a certain in-
telligence. Although capable of speech, their
vocal cords make them difficult to understand

Trolloc units are supervised by officers called Mord-
raals. Also known as Halimem or Fades, they are
feet of the black arts who rule through terror and
demand complete obedience

The Trolloc social order is divided into three
tribal groupings, which include the Ailf-fan, Alghoi,
Dhar-shen, Dharval, Dhar-mor, Dhar-nen, Ghar-shan,

hands. Universally feared, they are one of the
potent weapons in the Dark One's arsenal



A Trolloc soldier of the
Dark One, equipped with
the standard Trolloc
armor and weaponry

A Trolloc soldier of the Dark One, equipped with a Trolloc
armor and weaponry

TROLLOC

SOURCE

The Eye of the Hand
Robert Lord of

SERIES

The Wheel of Time



THE WORLD

1990

HISTORY

her last have

Freed by Schmendrick, a magician with a curse problem, the Unicorn and her liberator rescue the woman named Melly Crue.

The first odyssey takes them to the jowled King Haggard. While she answers the Unicorn's lessons, Red Bull

PHYSICAL CHARACTERISTICS

ture of her species, the Unicorn is snow white in color, with cloven hoofs, thin legs, and a tail. Being a horn, she is among the most graceful of living creatures. More than mere ornamentation, her horn is a weapon with the po-

Starry in nature, she picks a single spot and remains there long periods of time, immortal and vain. Her preferred habitats are wooded

UNICORN

SOURCE



THE WORLD

temporary Minneapolis. Only this time the players are not but two fey tribes, the Seelie and Unseelie Courts, who are destroy one another. Invisible to mortal eyes, these ancient will play out their blood feud in the parks and back alleys of the

HISTORY

traps in club scene. Walking home late one night th windowed street, she finds herself stalked by a huge black dog.

Knocked unconscious, Eddi reawakens and discovers her pursuer is a phouka, a fairy creature able to assume form at will. Melandry learns in horror phouka explains that her presence is required by the Court. Pressed into service as a sort of mascot, it seems appearance on the field of battle will ensure wounds suffered by the usually immortal fey cannot will be fatal ones.

All Eddi wants to do is escape. But she soon learns flight is not an option. For without the phoukas protection she will be hunted down by hideous members of Unseelie Court. Trapped in a situation stranger than warden dreams, Melandry is about to embark on a terrible odyssey which will change her world forever.

PHYSICAL CHARACTERISTICS

white eyes, mouse-like noses, and sharp teeth. The Unseelie Court are armed with translucent bows and long knives.

Like all Unseelie fey, the Assassins are creatures of darkness and inspiring terror in mortals. Enraged realm of fiends, they harbor great hatreds.

Assassin's long knife

UNSEELIE COURT ASSASSINS

SOURCE



THE WORLD

new Great cities like Kiev and Moscow were isolated from one another by endless miles of steppes and forest. These vast regions were home to proud and warlike

HISTORY

though an isolated area, they struggle on the list of the world

in return for his hospitality. Lushness enters their aid in the spirit of his daughter, Evshila. Born by a River-thing Vodyanoy, she has remained as a Rusalka, a ghost who survives by preying on the living. She is a beautiful girl, but she is a cruel and cunning creature, the will of which is to destroy the life force from the surrounding

from the Vodyanoy. Without realizing it, Peter and N

PHYSICAL CHARACTERISTICS

atures who inhabit the rivers of Eastern Europe. They

capable of great strength. They are able to change shape at will.

is more in human. River things often imitate a old man to lure the unwary. Many travelers who wander into their domain are dragged into the water and drowned. They are a great danger to the people of their

places.

They travel across land but their best natural element of water. They are not as harmful to humans who take great care to avoid them.

able to do the bidding of wizards. They are not enough to learn their true names. Even then, they are not so helpful and frequently give information to suit their own purposes.



Vodyanoy (Water Spirit)

VODYANOI

SOURCE

Ruralia



THE WORLD The wooded foothills of the Adirondack Mountains have a dark secret. For generations, this isolated region has been home to a race of strange creatures. While most of their kind only wish to be alone, some can be undeniably dangerous.

HISTORY Tired of life in the big city, Phil Hainings, a successful writer, moves his family from Hollywood to upstate New York. Phil hopes the change will allow him to spend more time with his wife and kids and work on the novel he's always dreamed of writing.

Settling into an old manor house called the Kessler Place, the Hainings are just starting to feel at home when strange events begin to happen. The family cat is torn to pieces by a mysterious animal, and Phil's daughter, Cabbie, is attacked by a mysterious creature.

Puzzled, Phil turns to Mark Blackman, an expert on paranormal phenomena, for help. Mark's investigations reveal that the Kessler Place and the area surrounding it are linked to a pact between an ancient mystical order and a group of transplanted Europeans.

While most of these supernatural creatures are not evil, unlike the Fool and his servant, the Bad Thing, seem to be intent on harming the Hainings. Events reach a crisis point when the pair kidnap Patrick, Phil's eight-year-old son, and

Fortunately, the Fool has not counted on the courage and determination of Patrick's twin brother, Sean. Setting out on his own, Sean follows the abduction back to their fair in the forest.

But to save his beloved sibling, Sean must outwit the Fool and find a way home before he and Patrick are trapped forever.

PHYSICAL CHARACTERISTICS

Female

She often travels with two identical sisters.

She lures them to them until they expire.

WHITE LADY

SOURCE

11



THE WORLD Humans call it a "jungle" and a place where the weak are eaten. New York City is no stranger to bad press. But even the Big Apple's worst detractors have no idea how much more it has to offer its mark.



A Wolfen's paw

For New York is home to a highly evolved canine species known as the Wolfen, who possess a heightened sense of their predators who would feed on them, who will not be moved, the Wolfen kept their presence hidden for centuries. From the barren wastelands of the South Bronx, to the wooded paths of Central Park, they roam the streets of the city by

HISTORY Investigating a double murder in Brooklyn, a police officer discovered that the killer was a man called by Wolfen. Stalked by the creatures, officers in the city have been

PHYSICAL CHARACTERISTICS The Wolfen species of Wolfen is more expressive than any other species in the world. Their unique design allows them to manipulate

the world by any means possible. Wolfen are able to track prey and hunt. Social by nature, they live in packs consisting of four or five individuals. Each of these packs is governed by a designated leader.

Wolfen have a

height of about 1.5m
and a weight of about 100kg

Wolfen have a unique design that allows them to be invisible and to move without being seen.

Wolfen have a unique design that allows them to be invisible and to move without being seen. Wolfen have a unique design that allows them to be invisible and to move without being seen.



A close-up of a Wolfen showing its flattened profile

WOLFEN

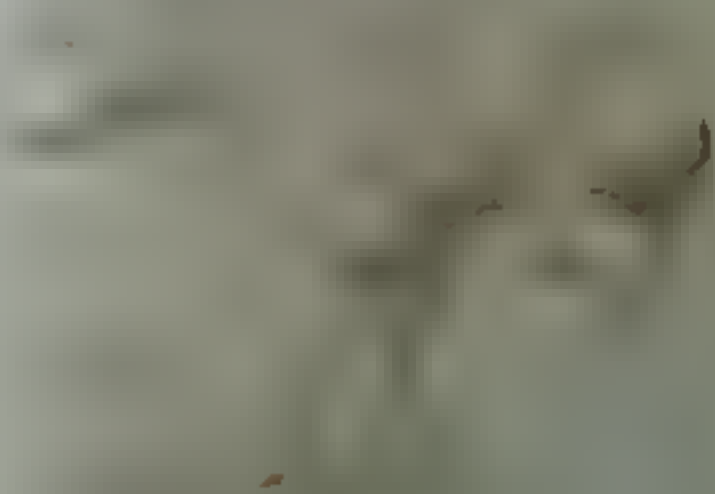
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*The Wolfen
at night, 1891*









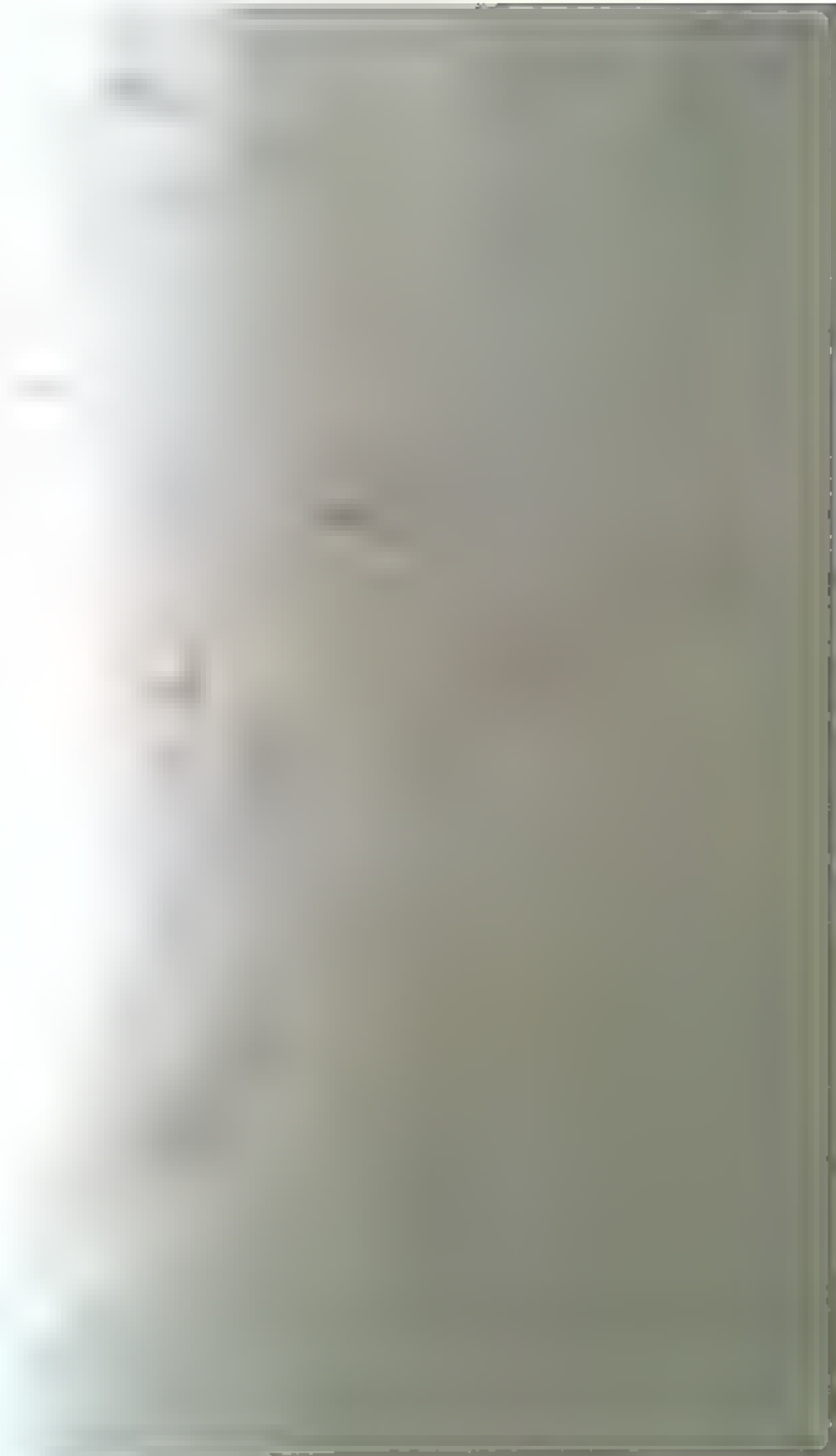














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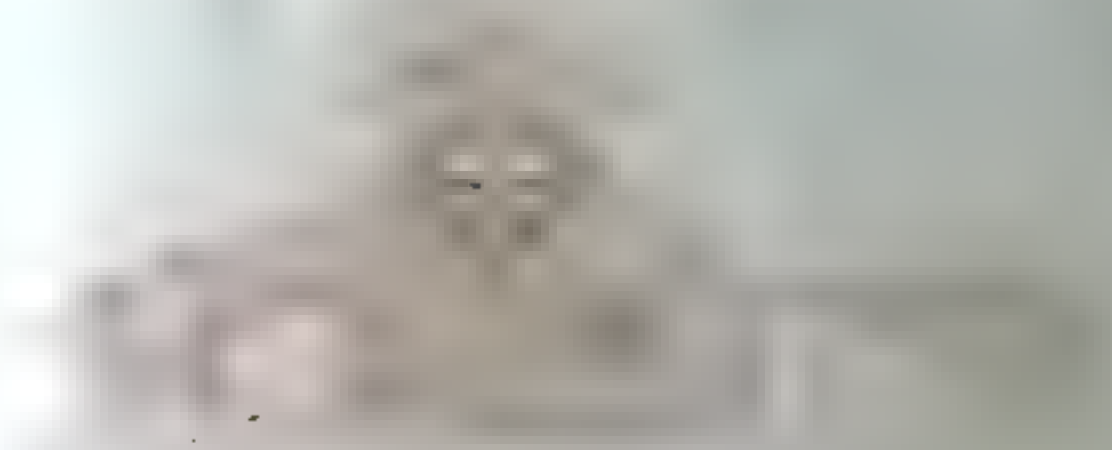


















































Continued from front flap

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Neil Duskis discovered science fiction and fantasy at an early age via the books in a local drugstore rack. A lifelong New Yorker, he is a graduate of Columbia University and presently resides in Brooklyn with his wife Harriet and two cats.

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